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TIPS & TRICKS

AUGUST
No. 126
2005

THE #1 VIDEO-GAME
TIPS MAGAZINE

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HUMANS!**

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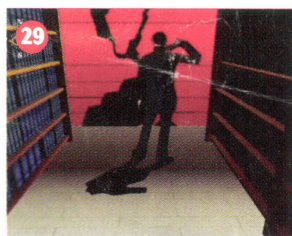
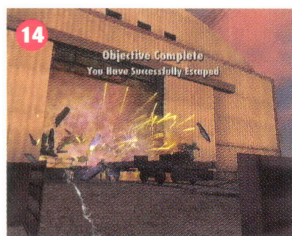
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ON THE COVER: *Destroy All Humans!*
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Developed by Pandemic Studios and published by THQ, *Destroy All Humans!* pokes fun at the "alien invasion" mentality that gripped the U.S. in the 1950s and 1960s. As an alien sent to Earth, your sole purpose is to manipulate and kill humans to recover their DNA in order to save your own race from extinction. Every stereotypical alien reference is included in *Destroy All Humans!*, including flying saucers, shouts of "little green men!" and even wacky weapons such as the Disintegrator Ray, which turns enemies into dust.

DESTROY ALL HUMANS!

STRATEGY GUIDE BY GEOFF ARNOLD



GENERAL TIPS

SCAN EVERYONE, ALL THE TIME

This will become more important after you have unlocked the HoloBob ability, since you'll need it to recharge your Concentration meter, but get into the habit of randomly scanning people as you walk around. Some people will also have valuable information such as passwords or important locations that you need to travel to.



THE ZAP-O-MATIC "GLITCH"

Normally if you shock someone with your Zap-O-Matic, it takes a while for your victim to die. There is a faster way to kill your enemies with this weapon, which can greatly help you if you run out of ammo for any of your other weapons and need to bring enemies down quickly. Simply hold down the trigger to fire the weapon, and while aiming in their general direction, strafe back and forth from side to side a few times while in front of the target. For some reason, when multiple Zap-O-Matic blasts hit the enemy, it drains their life far more quickly than a single, steady stream.



HIDE AND RECHARGE SHIELD

Although it can take a few hits before you actually start losing health, certain weapons such as the Majestic agents' beam weapons and tank rounds can pierce your shield and kill you quickly. If you take a few hits and your shield starts to deteriorate, hide out for a bit and allow your energy shield to recharge before jumping back into the fray.



DESTROY EMP MINES ON SIGHT

EMP mines can disable your jetpack and all of your weapons, turning you into the proverbial sitting duck. As soon as you see these EMP mines, immediately grab them with your PK ability and toss them into walls or out of the immediate area to destroy them.



REMAIN MOBILE WHEN IN YOUR SAUCER

When you hop into your saucer, you basically throw up a lit sign to Majestic and the military saying, "I'm here, kill me!" For this reason you will always want to stay on the move. There are many guided rocket encampments throughout each area, as well as tanks and tesla coils that can severely damage your craft. Always keep your craft moving so you don't become an easy target.



DEALING WITH HUMANS

Although it may be fun to kill everything in sight, it might not be the wisest choice to go around with guns blazing all the time. In fact, some missions will actually suggest that you NOT kill anyone and maintain low alert levels. Here are some tips for dealing with humans when disintegrating them isn't an option.

THE ART OF THE HOLOBOB

You earn the HoloBob ability in Mission 2, and it becomes invaluable later on in the game when you can't afford to be caught. HoloBobbing humans is the easiest way to scope out your surroundings without alerting anyone to your presence, so try to stay HoloBobbied as much as possible while walking around. The only drawback is that you will constantly lose Concentration power, so you'll need to scan humans and animals as much as possible to keep your meter up.



FUN WITH PK AND DISTRACTING

Psychokinesis can be a great assassination weapon if you use it correctly, and should be your main weapon while HoloBobbied. Grabbing people with PK and tossing them into walls, into the ocean, over hills or even slamming them up and down will generally go unnoticed, even in public areas. You can also distract humans safely by using Hypno Blasts. When humans are distracted, you can slip by them easily without being noticed, even if not HoloBobbied.



USE THE ENVIRONMENT

Certain environmental objects such as gas tanks, vehicles and ammo crates can be used as diversions. If you think you're going to get caught and your cover might get blown, grab a gas tank and chuck it into a building to cause a distraction. This may buy you enough time to escape as the humans panic and run for cover.



RUN AWAY!

If you are being chased by Majestic agents or soldiers, run in between buildings and hide out in the forest or on rooftops and wait until the alert meter returns to normal. It's better to wait it out for a few seconds than have an entire platoon waiting for you around the next corner.



DNA FARMING MADE EASY

There will be times throughout the game where you will be required to earn a certain amount of DNA to unlock a level or purchase upgrades. Since some of the upgrades can be rather expensive, we've compiled a few tips to help you earn large amounts of DNA in the shortest amount of time.

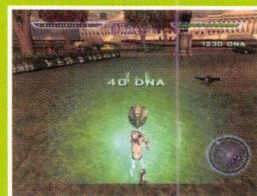
FARMERS

In the Turnipseed Farm area there is a challenge called "Farmland Fiasco" in which you have to kill a certain number of farmers in under 90 seconds. Here you can easily rack up 1,000 or more DNA points in just a few minutes. Whenever you need extra DNA points, head back to old reliable Turnipseed! As you progress through the game and complete the challenge several times, the DNA that you receive for completing each challenge will increase as well.



BRAIN STEM

Certain individuals' brain stems are worth more DNA points than others. These include, but are not limited to, certain human females, scientists and Majestic agents. If you need a few more DNA points to unlock a level and you don't feel like doing any challenges, try collecting a few brain stems from these humans instead.



SEARCHING FOR PROBES

There are several probes hidden throughout each stage, and each one gives you a small amount of DNA (usually around 75 points) for collecting it. There are 199 probes to be found in the game, so if you get bored of running challenges or collecting brain stems for DNA, try searching for probes instead.



MISSION BRIEFING

A full walkthrough for *Destroy All Humans!* isn't necessary, as many of the goals are rather simple and can be accomplished by locating a specific person or item by using your radar. Instead, I'll give you some tips for the major obstacles in each stage. I've also included some area maps to show you the layout of each stage, as well as the locations of all the area challenges.

LOCATION: TURNIPSEED FARM



Probes: 25

Challenge A—Rural Race

Goal: Footrace Around Turnipseed
Time Limit: 1:30

Challenge B—Turnipseed Terror

Goal: Destroy All Buildings
Time Limit: 3:00

Challenge C—Armageddon!

Goal: Destroy All Buildings
Time Limit: 3:00

Challenge D—Farmland Fiasco

Goal: Kill Farmers
Time Limit: 1:30

MISSION 1: DESTINATION EARTH

Goal—Kill the Farmhands

Take down three farmhands to keep them from ratting you out to the police. There is one farmhand close by and two more near the house on the left. The farmhands carry shotguns, so try to kill them before they kill you.



Goal—Destroy the Human Dwellings

Travel to each marked spot on your radar and destroy the appropriate building with your Death Ray. Try not to stray too far away from the main area, since there are rocket encampments that may shoot you down quickly.



LOCATION: ROCKWELL



Probes: 25

Challenge A—Rockwell Race

Goal: Footrace Around Rockwell
Time Limit: 1:35

Challenge B—Rockwell Rampage

Goal: Destroy Civilians
Time Limit: 1:30

Challenge C—Armageddon!

Goal: Destroy All Buildings
Time Limit: 2:40

Challenge D—Rockwell BBQ

Goal: Destroy Cows
Time Limit: 0:30

MISSION 2: EARTH WOMEN ARE DELICIOUS

Goal—Enter the Fair

At this point in the game, you gain the ability to disguise yourself with the HoloBob ability. Use it to take a disguise and follow the radar icon to reach the fair.



Goal—Scan Humans to Find a Test Subject

There are three humans in the fair that you'll need to scan; look for those humans with the pinkish "?" cloud above their heads and scan them to complete the goal.



Goal—Get Miss Rockwell Back to Your Ship for Probing

Go into the main tent in the center of the fair and use your Hypno ability on Miss Rockwell. Command her to go to your saucer and follow her back to complete the goal.



continued

MISSION 3: CITIZEN CRYPTO

Goal—HoloBob the Mayor

Leave the pastures and HoloBob the first person you see. Quickly sneak through town over to the mayor's house (you have two minutes and 30 seconds to get there). Use your Hypno Blast ability to distract the mayor; when the coast is clear, HoloBob him. You will then impersonate the mayor and hold a press conference for the people of Rockwell. You must make statements and answer questions based on the questions and comments that the audience asks you. To progress through the game, you cannot unfavorably answer three questions in a row. Here's a list of your responses and their effects on the audience:



Statement One

Pretend Glowing is Normal	Score a point
Deny Alien Involvement	Lose a point
Feign Ignorance	Lose a point
Tell the Truth	Score a point

Statement Two

Deny Everything	Lose a point
Blame Weather Balloons	Score a point
Blame Communism	Score a point
Threaten Audience	Lose a point

Statement Three

Ramble Incoherently	Lose a point
Act Patriotic	Score a point
Tell a Joke	Score a point
Insult Audience	Lose a point

Statement Four

Tell a Joke	Lose a point
Threaten Communists	Score a point
Discredit Scientists	Score a point
Enslave Human Populace	Lose a point

Statement Five

Ignore the Question	Lose a point
Blame it on Bad Luck	Lose a point
Make Empty Promises	Score a point
Tell the Truth	Lose a point

Statement Six

Feign Ignorance	Lose a point
Reassure Audience	Lose a point
Insult Santa Modesta	Score a point
Blame Cows	Score a point

LOCATION: SANTA MODESTA



Probes: 50

Challenge A—Modesta Massacre II
Goal: Destroy Female Humans
Time Limit: 1:30

Challenge B—Santa Prix
Goal: Reach Required Landmarks
Time Limit: 2:30

MISSION 4: ALIEN POOL PARTY

Goal—Clear the Pool Party Area of Humans

Use your Hypno Blast ability on the mayor to hypnotize him into leading everyone away from the party.

Goal—Reduce the Santa Modesta Police Force to Half Strength

Equip your Disintegrator Ray and go to town! Blast cars and cops until the meter in the upper right corner falls below 50%. If you run low on ammo, Pox has scattered ammo clips throughout the town; check on rooftops and in destructible items.



MISSION 5: TELEVISIONS OF DOOM

Goal—Destroy the Majestic Car

There's no time for subtlety here. Follow the black Majestic car—firing on it the entire time—as it weaves through the streets. Do your best to ignore any police officers that begin shooting at you and concentrate on the car instead.

Goal—Retrieve the Briefcase from the Majestic Agents / Collect Discarded Briefcase

When the car explodes, a few Majestic agents will exit the burning vehicle. Track them down one at a time and destroy them until you locate and recover the briefcase.



Goal—Use PK to Bend the Antennas

This part of the mission is timed, so you'll need to be quick. Ignore any civilians that seem to notice you and hop from rooftop to rooftop, following your radar to reach each antenna. Target the antenna and hold the "Use" button until the antenna bends in the opposite direction. Bend all nine antennas within the three-minute time limit to complete the goal.



MISSION 6: ALIENS STOLE MY BRAIN STEM!

Goal—Collect the Overloaded Brainstems

HoloBob any human and follow the icons on your radar to locate the 12 brain stems scattered throughout the town. Be careful when getting close to a brain stem, as it will likely be cordoned off and guarded by police and EMP mines. Use your Psychokinesis ability on the mines and the policemen to toss them off into the horizon, wait until the coast is clear, then revert back to your normal form and grab the brain stem. If you alert any nearby pedestrians, hang around for a bit and wait for things to calm down before you head off to collect the next stem.



MISSION 7: THIS ISLAND SUBURBIA

Goal—Retrieve Information from the Scientists

HoloBob yourself at the first opportunity and check your map for the scientists' locations. Two of the scientists are driving around in ice cream trucks, so you might need to follow them around for a bit to one of the restaurant's parking lots before scanning them. The other two scientists are at a fast food joint on the other side of town.



Goal—Catch a G-man and Take Him to the Landing Zone

Follow your radar over to the center of town, sneak up behind the Majestic agent and use your Hypno Blast ability to "prepare him for probing." Follow him back to your ship (you may need to clear a path for him by moving some crates or vehicles) to complete the goal.





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LOCATION: ROCKWELL

MISSION 8: TEENAGE ZOMBIES FROM OUTER SPACE

Goal—Get the Furon Film / Play the Furon Film

After killing the Majestic agents, sneak over to the small military compound behind the movie screen. Kill or distract the soldiers long enough to grab the film, then return to the projection area of the drive-in.



Goal—Defend the Projector

Several policemen and Majestic agents will come and try to shut off the film. Use any means necessary to destroy them, as you don't have to worry about attracting any attention. Play close attention to your radar to locate any enemies before they get too close to the projector.



LOCATION: SANTA MODESTA

MISSION 9: SOUTH BY SOUTHWEST

Goal—Destroy Vehicles

Equip your Ion Detonator and use it to destroy any ten vehicles. The easiest way to do this is by simply causing panic near the landing site; the attention will draw the vehicles to you. Use your jetpack to get onto the roof of the nearby bowling alley and lob detonators off the roof to keep yourself out of harm's way while destroying the vehicles.

Goal—Cause \$20,000 Worth of Damage to the Majestic Organisation

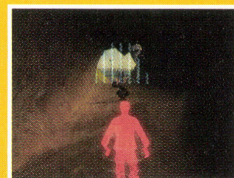
You can simply stay on top of the roof of the bowling alley and continue destroying Majestic vehicles as they pull up to complete this goal.



MISSION 10: FOREIGN CORRESPONDENT

Goal—Find Bert Whither

Immediately HoloBob the human next to your saucer after you land and follow him around the front of the building. Scan the human when he tells you to and continue following him to reach a cook near the diner. Use your Hypno Blast ability to "convince" him to deliver food to Bert Whither. Drop your HoloBob disguise for that of the cook along the way and follow him to reach the military base. Be wary of Majestic men as you make your way toward the cave—they can blow your cover quickly. When the cook reaches the policeman outside the base, quickly run up to the policeman and start a conversation with him. Tell him you are the cook, and that you need to deliver food to Bert Whither. The policeman will let you pass and lower the energy bars. If you happen to get caught, quickly revert to your true form and destroy the field generator on the left side of the shack; this will drop the energy bars and allow you to reach Bert Whither.



MISSION 11: SUBURB OF THE DAMNED

Goal—Defend the TV Station and the Towers

Your biggest assets here will be the verbal cues that you receive from Pox and the enemy icons on your radar. Pay close attention to these and quickly run to defend the appropriate tower before it sustains too much damage. In between firefights, stop to refill your ammo by collecting the power-ups near the towers. Eventually larger groups of soldiers, trucks, tanks and even giant robots will begin to attack. Take out the vehicles and robots with your Ion Detonator, then switch back to your Disintegrator Ray for soldiers or if you run low on ammo.



LOCATION: AREA 42

Probes: 24

Challenge A—The Great Cow Race

Goal: Jetpack Race Against Cows
Time Limit: None

Challenge B—Armageddon!

Goal: Destroy Human Base
Time Limit: 2:45

Challenge C—Desert Rally

Goal: Reach Required Checkpoints
Time Limit: 4:00

Challenge D—Majestic Mayhem

Goal: Destroy Humans
Time Limit: 2:00



MISSION 12: WHAT HAPPENED TO CRYPTO-136?

Goal—Recover Furon Technology

When you reach the radioactive area, you'll see a scientist standing in front of a piece of Crypto-136's ship. Use your Hypno Blast to distract him and collect the piece to complete the goal. There are four more pieces to collect (two outside of the base perimeter and two inside), and each piece is guarded by at least one Majestic agent.



Goal—Locate Crypto-136

From the military compound, exit through the far gate and follow the dirt road to reach the Majestic stronghold. Head toward the center of the compound and look for the building with two Majestic agents in front. Follow the right side of the building around to the back and look for the tower near the rear. There are two scientists here that you can "convince" via your Hypno Blast to open up the central building for you. Follow the scientist up to the front of the building, and after he opens the door for you, use Hypno Blast again to distract the Majestic agents long enough for you to slip in and locate Crypto-136.



**MISSION 13: THE MUTANT MENACE****Goal—Enter the Majestic Lab**

From the landing site, head straight into the Majestic compound via the crack in the perimeter wall. HoloBob the agent on the other side of the wall and carefully sneak over to the lab. Position yourself so that you are on the side of the lab but can still see the entrance and use a Hypno Blast to distract the agents out front. Run into the lab and move the crate near the scientist, then use a Hypno Blast on him to get him to open the door upstairs leading to the lab.

**Goal—Destroy the Tesla Coils**

There are two pens that hold radioactive cows: one behind the research lab and one near the perimeter wall next to the landing site. Walk over to one of the pens, grab a cow with your Psychokinesis ability and move it over to one of the coils. Launch the cow into the coil to destroy it without drawing attention to yourself. For the two tesla coils in the corners, take one of the remaining cows and launch it into the other cows. This will cause an explosion and draw attention away from you while you destroy the other coils.

**MISSION 14: DUCK AND COVER****Goal—Escort the Truck**

Follow the truck to the front gate and use the switch near the guard to open the gate. Continue following the truck until it stops. There is a group of soldiers here with crates of ammunition that fell out of the back of a truck. Pick up the crates and the truck and move them out



of the way to clear the path for your vehicle. The next roadblock will be a group of cows in the road; clear them out to continue on. Eventually you will come to a part of the road that has been blocked by a landslide. Clear out the boulders with Psychokinesis and continue. Next, head past a group of soldiers and you will come to a mine field. Before you pick up the signs and move them, travel along the right side of the road and shoot any mines you see with your Zap-O-Matic to detonate them. When you're done, follow the truck to reach the military base and follow the fence around to the right. Hop over the fence and HoloBob a soldier on the other side, then make your way back to the gate. Move the roadblocks out of the way and activate the switch that opens the gate to let the truck in. Follow the truck through the base and over to the airstrip to complete the goal.

Goal—Defend the Bomb

Soldiers will soon begin to attack you while scientists come from different directions to try and defuse the bomb. Switch to your Disintegrator Ray and turn everyone into dust. Don't let yourself get distracted, as the scientists can deactivate the bomb in only a few seconds.

**LOCATION: SANTA MODESTA****MISSION 15: IT'S A WONDERFUL ARMAGEDDON****Goal—Destroy Santa Modesta**

Leave no survivors here by destroying the 15 specific buildings. Watch out for the center part of town; it's heavily fortified by rocket encampments and gun turrets. Use hit-and-run tactics to keep from taking too much damage.

**LOCATION: UNION TOWN****Probes: 25****Challenge A—Union Stem Collection**

Goal: Collect Brain Stems

Time Limit: 2:30

Challenge B—Union Tour

Goal: Reach Required Checkpoints

Time Limit: 2:15

Goal—Retrieve Your Jetpack (Side Quest)

If you happen to kill any of the humans that you need information from, you will not be able to ride the barge to the island and Pox will send you on a side quest to retrieve your jetpack. To collect it, follow the radar icon along the waterfront to reach a warehouse. There are two agents guarding the warehouse, one on each side. Distract the workers next to the agent near the right side of the warehouse and slip past him to pick up your backpack.

**Goal—Go to the Island (Side Quest)**

After collecting your jetpack, head left out of the warehouse and to the waterfront. Jump from the edge of the dock and use your jetpack to jump from buoy to buoy. Avoid the turrets and use the floating barges and buoys as temporary landing platforms to reach the island in the distance and complete the goal.

**Goal—Talk to the Barge Driver**

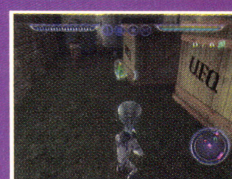
Continue working your way along the docks to reach the barge driver and repeat the password "Marilyn" to convince him to take you to the island.

**Goal—Free the Saucer / Enter the Saucer**

Use a Hypno Blast on a worker near the large crane to convince him to drop your ship, then distract the two Majestic agents near the saucer. Attempt to enter your ship to complete the goal. If you did not pick up your jetpack earlier, Pox will tell you to do it at this time.

**Goal—Collect the Power Cells**

There are two power cells on the island that you can collect rather easily; simply distract any agents or workers that you run into to cause a diversion beforehand. After collecting the first two power cells, head to the back of the island and look for a barge nearby. Again, jump from barge to barge (avoiding or destroying the

**MISSION 16: FURON DOWN!****Goal—Escape from the Humans**

From inside the cage, use Psychokinesis to kill the two Majestic agents, then use your Hypno Blast ability on the scientist and make him release you.

**Goal—Scan Workers to Locate Your Ship**

Work your way along the dock, following the icons on your radar to locate each worker. Scan each worker to get clues about your ship's location, but be wary—there are Majestic agents patrolling the area near many pens to workers. If one of them happens to be close enough to discover him and take him behind a crate or grab



LOCATION: CAPITOL CITY



Probes: 30

Challenge A—Capitol Carnage

Goal: Destroy Humans

Time Limit: 3:00

Challenge B—Monument Mayhem

Goal: Destroy All Buildings

Time Limit: 5:00

Challenge C—Capitol Tour

Goal: Reach Required Checkpoints

Time Limit: 3:00

Challenge D—Taxi Hunter

Goal: Destroy Taxi

Time Limit: 4:00

MISSION 17: CRYPTO GOES TO CAPITOL CITY

Goal—Scan the Scientists Near the White House

After reaching the White House, three scientists will be leaving the front area. Scan the first scientist's mind and follow him when he takes off running. Eventually you will get a verbal cue from Pox, telling you to leave the scientist alone and look for Armquist's headquarters.



Goal—Infiltrate Armquist's Headquarters

Armquist's "headquarters" is actually the Octagon, and you will need to sneak by some Majestic agents on the bridge in order to reach it. Scan each side of the bridge, and when you see an agent, run quickly toward the opposite side. When you reach the Octagon's front gate, strike up a conversation with the guard and deliver the password "Blue Rider" to gain entry.



Goal—Stop the Humans from Stealing Your Saucer

This goal is timed and can be rather difficult, so you'll have to do some fancy footwork and flying to get back and save your ship. Try to keep your HoloBob disguise as long as you can, as it will save you from taking too many hits before you make it to the bridge.



Once on the bridge, you'll have to face multiple Majestic agents, so equip your Disintegrator Ray and take them out quickly. Use a combination of Ion Detonator rounds and your jetpack to clear the path along the bridge, then run toward your saucer. Avoid enemies at all costs; trying to stop and fight them will only waste time and cause you more harm. Take to the rooftops whenever possible to avoid enemy fire and continue heading back to the saucer. When you finally reach the landing site, destroy the soldiers, Majestic agents and equipment surrounding your saucer to complete the goal.

LOCATION: UNION TOWN

MISSION 18: ARMQUIST VS. THE FURONS!

Goal—Follow Armquist to the Meeting

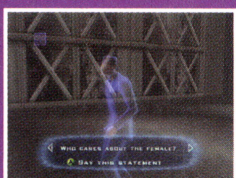
Look for the limousine in front of you and follow it as it makes its way along the streets, avoiding the Majestic agents to keep your disguise. You'll have to follow the car over to the opposite side of the map, so continuously scan humans to keep your psychic energy up.

Goal—Hypnotize the Navy Warlord and Make Him Sleep

Accompanied by a Majestic agent, the Navy Warlord will make his way toward the rear of the hangar. Wait until the Majestic agent is far enough away to use a Hypno Blast on him, and convince the Warlord to fall asleep.

Goal—HoloBob the Navy Warlord / Enter the Meeting Area Disguised as the Warlord

While he is unconscious, HoloBob the Warlord and make your way around the right side of the hangar to the entrance. As in the "Citizen Crypto" mission, you will now have to answer a series of questions and make statements to win favor with the troops...but the answers that you give won't matter at all, so choose any statements you wish.



Goal—Destroy Armquist

Armquist's suit is basically a souped-up version of the giant robots you have faced already, except it hits you for more damage and has missile packs on its back. Armquist's gunfire is easy enough to avoid; simply circle-strafe around the giant robot until he stops firing. The missiles, on the other hand, require a bit of fancy footwork; when you see them fired, quickly jump and use your jetpack to retreat to a safe area. Continuous movement is the key—never stay in one place unless you want to eat some rockets. Since the military is now aware of your presence, you will more than likely start getting attacked by soldiers and turrets. Try to destroy them as quickly as possible, as they can distract you from your goal. The easiest way to eliminate Armquist is by using your Ion Detonator; circle-strafe around him while launching Ion Detonator rounds and detonating them. Just be sure you maintain a safe distance before detonating any rounds. You can kill Armquist with nine or so rounds, so try to make sure your ammo is maxed out beforehand. If you run out of Ion Detonator ammo, check around the immediate area to locate more or switch to your Disintegrator Ray and continue pummeling the robot until it collapses.



LOCATION: CAPITOL CITY

MISSION 19: THE LONE GUNMAN

Goal—Follow the Presidential Motorcade to the Press Conference

Your biggest challenge here will be trying to avoid the Majestic agents that are patrolling the motorcade's route to the press conference. If one of them blows your cover by getting too close, you will have to start the mission over. Try not to follow the motorcade along the street; take alter-



Goal—Destroy the Humans!

Quickly retreat up the steps to one of the large buildings behind you and pick off the agents as they approach. After killing some of the humans, a few more Majestic vehicles will pull up along with a few giant robots. Stay on top of the stairs (the robots can't reach you here) and use hit-and-run tactics to destroy the complete and the incoming agents. Destroy them all to complete the mission.



continued



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Goal—Find and Assassinate the President

Getting to the President may be a little tough, since you will be in full alert status by now. Quickly leave the press conference area and HoloBob any human to buy yourself some time. Head toward the icon on your radar and try to make your way over to the right side of the building where the President is located. There are a bunch of robots, tanks and Majestic agents near the President, so approaching from the side will make assassinating him less difficult. This goal is timed, so try not to waste too much time killing humans along the way.

**Goal—Stop Majestic Agents Destroying Your Saucer**

The easiest way to get there is to simply head straight from the Capitol and hug the right side of every building you come to. This will keep you away from the horde of tanks and Majestic agents near your saucer. When you hit the wall concealing your landing site, quickly jump over the wall and disintegrate all of the humans nearby to complete the goal.

**MISSION 20: THE FURON FILIBUSTER****Goal—Eliminate All Senators Approaching the Capitol Building**

The senators will approach in droves at the main building, and many of them are wearing black suits (and thus resemble Majestic agents), so kill anything that comes in your general direction. After killing a few senators, Pox will prompt you to kill more senators that are trying to sneak in through the side entrance. Head left to the next set of stairs and take out as many as you can before Pox sends you back to the main gate.

**MISSION 21: SHOCKING DEVELOPMENTS****Goal—Destroy All Tesla Coils and Control Consoles / Eliminate the Scientists**

Follow the icons on your radar and make your way from coil to coil, destroying each one as you come to it. Several of the coils have dependent machinery; use a Hypno Blast on the nearby operator to convince him to destroy both the coil and the machinery when you come to these. Be very careful when moving around here, as there are literally dozens of agents along each street. When you reach the tesla coil near the capitol building, you will be prompted to destroy a group of scientists along with the coil.

**MISSION 22: ATTACK OF THE 50 FT. PRESIDENT!****Goal—Destroy Roboprez!**

Roboprez is a giant version of the robots that you have run into earlier on in the game. The only weapon that can inflict noticeable damage on Roboprez is the Quantum Deconstructor, so you'll need to be on constant lookout for ammunition for the weapon while fighting him. Defeating the robot is actually fairly easy. Roboprez will fire a group of unguided rockets at you every few seconds; to avoid them, simply strafe from one side to the other. You must hit Roboprez squarely in the chest with your Quantum Deconstructor to do any damage, so make sure you are as close as you can be (and relatively safe) before firing at it. After taking a few hits, Roboprez will run off to a different part of the area. Take this opportunity to look for power-ups to restore your health and ammunition. Throughout this battle you will be assaulted by tanks, "normal" robots and tesla coils as well. Destroy them as quickly as possible, then continue firing at Roboprez. Keep up this pattern of doing small amounts of damage, then looking for ammunition/health power-ups, until it is destroyed.

**Goal—Take Out Silhouette**

The final battle with Silhouette will be tough, but there's a trick to taking her down with little effort. Trying to fight Silhouette out in the open will be difficult, so immediately head over to the left or right side of the unfinished Octagon and jump up/fly to the second story. From here you will be safe from all enemy fire and Silhouette will be forced to come to this area to fight you. Since she cannot jump, she will be stuck on the ground near the building rubble, allowing you to shoot her at your leisure. You'll want to use your Ion Detonator here; it will not only inflict the most damage on Silhouette but will also take out the nasty Majestic agents and robots that come to back her up. Walk up to the ledge, lob Detonator rounds off the second floor into her general area and detonate them when she gets close. If you run out of ammo, switch to your Disintegrator Ray and take potshots at her. After taking some damage, Silhouette will encase herself in a red energy shield and become resistant to all damage. At this point she will not be able to move or attack, so take this time to quickly run around and collect more ammo for your Ion Detonator. When her shield wears off, return to the second floor and continue dropping Detonator rounds from above. If you take a few hits during the battle, simply back away from the ledge and let your shield recharge before you start firing at her again. Repeat this process to defeat her easily.

**DESTROY ALL HUMANS! EXTRAS****UNLOCKING BONUS MOVIES**

Throughout the game you may have noticed tiny robot probes in each stage. Collecting these probes not only gives you extra DNA to use at Pox's Lab, but collecting all of the probes in a certain area will unlock bonus movies under the Furongami section of the Archives menu.

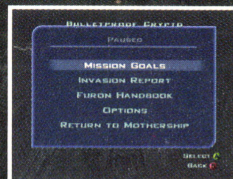
**CHEAT CODES**

Majestic agents got you down? Enter a cheat code or two and send the humans running for the hills!

Note: Leaving a stage by returning to the mothership or dying will cancel an active cheat, and you will have to enter it again upon starting another mission. A message will appear on the screen to confirm each time you enter a code correctly.

Earn 1,337 DNA—Enter the following code at the mothership hub screen (where the Archives, Hangar, Options and Pox's Lab menu items are):

PlayStation 2: Hold L2, press R1, R2, R2, Left, Right, Left, Right, R2, R1
Xbox: Hold Left Trigger, press Black, Black, White, White, Left, Right, Left, Right, White, Black



Bulletproof Crypto—Press START at any time during gameplay, then enter the following code while the game is paused:

PlayStation 2: Hold L2, press □, ○, Left, Left, ○, □
Xbox: Hold Left Trigger, press X, Y, Left, Left, Y, X

Infinite Ammo and Concentration—Press START at any time during gameplay, then enter the following code while the game is paused:

PlayStation 2: Hold L2, press Left, ○, R2, Right, R1, □
Xbox: Hold Left Trigger, press Left, Y, White, Right, Black, X

Reduce Threat Level to "None"—Press START at any time during gameplay, then enter the following code while the game is paused:

PlayStation 2: Hold L2, press R2, Right, R2, R1, □, Right
Xbox: Hold Left Trigger, press White, Right, White, Black, X, Right

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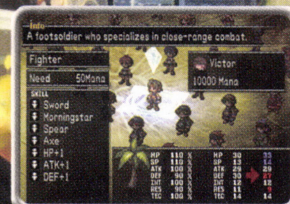
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PlayStation 2



MEDAL OF HONOR EUROPEAN ASSAULT™

The *Medal of Honor* series has covered almost all the major events of World War II, from the German occupation of France to the D-Day invasion. This time around, the series shifts its focus to a much broader series of events: the German assault on Europe (which explains why the game is called *European Assault*). As Lieutenant William Holt—and the first field agent of the brand spankin' new Office of Strategic Services (or OSS)—you're charged with aiding Europe in its attempt at liberation from the Nazi stranglehold. You'll spend time in France, North Africa, Russia and Belgium—although you won't have much time for sightseeing. It's 1942, the German blitzkrieg is gaining momentum and the entire continent of Europe is in need of a hero. Which, of course, is where you come in.



THE ART OF WAR

While *European Assault* is a first-person shooter, that doesn't mean you should always sprint through every level with guns blazin'. If that was how the Allies approached World War II, we'd all be speaking German right now. Of course, some levels in the game will call for an all-out assault, but others will require patience, strategy and, above all else, good aim. You also need to learn how to find and use cover. Whether it's man-made or natural, good cover will often spell the difference between victory and defeat.

USE THE COMPASS



As mentioned earlier, strategy plays an important role in determining success or failure. The first step in succeeding is using the map. It's fairly simple to read and it will show you where you need to be. You'll see four icons on the map. The yellow arrow indicates where your primary objective is located; the blue arrow indicates any secondary objectives; green stars are your squadmates; and the Iron Cross is a nemesis.

DUCK AND COVER

In addition to using cover for protection, you can also go down on one knee or go completely prone, making you a much smaller target. You will



also increase the accuracy of your weapon as you get closer to the ground. You can see what stance you're in by looking at the silhouette of the soldier right next to your map.



YOUR SQUAD

You may think that being responsible for other soldiers may hinder your progress, but don't underestimate the power of teamwork.

Sending your squad one way to act as a diversion (and possibly kill a few enemies while they're at it) while



you go another can be an effective strategy. Be sure to keep an eye on their health, because a dead soldier is a worthless one. When you see a squad member's star turn yellow, he's hurt, and when it turns red, he's critical. Keep them in the fight by using Medkits to heal them when needed (you must be in their vicinity to heal them).

WEAPONS, AMMO AND MEDKITS

You'll start each mission with two predetermined weapons and a few grenades. When you kill an enemy, he'll often drop his weapon (which may or may not be better than the one you're carrying), ammo, health or a Medkit. You'll also see these items scattered throughout the environment.



It's highly unlikely that you'll make it through the *European Assault* of World War II without taking a slug or two from an enemy. Your health meter outlines the map and starts out green. When you get hit, the health meter gets smaller and turns yellow. When you reach condition critical, the meter turns red and you'll hear your heartbeat (and feel it, if you've got the vibration function on). Below the map you'll see a red cross with a number below it, which indicates how many Medkits you have available. Press **Down** on the D-pad to use one and restore some health. In addition to Medkits and Instant Health, you can also earn a Revive (extra life) by completing a secondary objective.

ADRENALINE

A new addition to the *Medal of Honor* series is the Adrenaline mode. Scoring head shots and healing your squadmates will slowly fill the Adrenaline meter. When the meter is full, press **Up** on the D-pad to activate an Adrenaline rush. While in this state, you're invincible, you have unlimited



ammo and your weapons do more damage than usual. But all good things must come to an end, and your Adrenaline boost is no exception. So if you use it, pay attention to the meter and get ready for "reality" to slap you in the face once it's empty (but you can refill it).



WALKTHROUGH

Medal of Honor: European Assault isn't linear—although it isn't completely non-linear, either. You can complete the objectives in the order you choose, and you don't even need to complete secondary objectives to finish a mission (unless you're trying to earn a medal). This strategy guide will get you through each mission quickly and efficiently, but ultimately it's up to you to decide how you want to play through the game.

CAMPAIGN 1: ST. NAZAIRE

MISSION 1: OPERATION CHARIOT

Primary Objectives	Locate Captain Beck Fall back to the HMS Campbeltown
---------------------------	---



Run straight ahead to the bow of the ship and grab the Medkit. When the ramp lowers, head down to the dock and stay low. Take cover behind some boxes and watch out for the mounted machine gun fire—you should take these guys out first. Captain Beck is to the south, where the green smoke from his smoke grenade is coming from. Once you reach Captain Beck, he'll tell you to get back to the ship. Apparently he just needed a babysitter.

Go back the way you came and take out any stray Germans who happen to be in your way. This is a good time to do a quick search for Medkits, but don't linger too long because the bombers are on their way to destroy the dock.



You'll find Mueller in the underground tunnel near the shore gun. Make sure your squad is in good shape, because they can make it much easier to take him out. If you've got a full Adrenaline meter, now is a good time to use it.



After killing Mueller, you'll find the V2 rocket fuel specs in the room to the south of the overturned tables. Grab them and keep heading south.

When you emerge from the tunnel (where the shore gun was), you'll see another Revive. Grab it and head back to the starting point (west) to complete the mission.

MISSION 3: LIGHTS OUT IN THE PORT CITY

Primary Objectives	Destroy power station
Secondary Objectives	Eliminate German infantry unit Destroy three V2 rocket hulls Locate and destroy German U-boat
OSS Objective	Uncover rocket equipment blueprint
Nemesis Objective	Eliminate Horst Brenner

Kill all the Germans in this first area, and watch out for the machine gunner. A Revive will appear when you complete this objective. When you're done, set a charge to blow a hole in the door of the building to the south.

Eliminate the Germans in the house to the right and destroy the rocket hulls. Go upstairs and take out the machine gunner across the way, then go out the back door to the next warehouse. Go through the door to the north, then go out and head south.

Take out the Germans on the dock below and then head to the U-boat. Plant the charges and get back onto the dock. Once the charges go off, grab the Revive and head back up.

MISSION 2: RAID ON ST. NAZAIRE

Primary Objectives	Destroy fuel tank
Secondary Objectives	Capture German bunker Locate and destroy anti-aircraft gun Destroy shore gun
OSS Objective	Find V2 rocket fuel specifications
Nemesis Objective	Eliminate Klaus Mueller
Escape Objective	Return to HMS Campbeltown



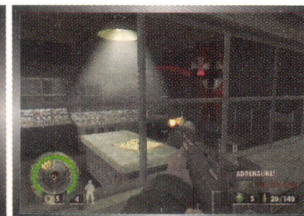
Head into the building with the AA gun on the roof and go upstairs. Fight your way up the stairs and plant the charge to destroy the anti-aircraft gun. A Revive will appear...but so will more Germans, so be ready for a fight. Get across the catwalk and go southeast toward the bunker.



When you come out of the bunker, work through the warehouse and then head for the fuel tank.

Take out the Germans on the way up the stairs, plant the charge, then run down and through the hole in the wall, which your comrades blow open as you reach the bottom of the staircase.

Now head west and get ready for a firefight, as German reinforcements have arrived. When you've cleaned out this wave, go left of the train and around the corner. Take out the Germans to the south and head for the shore gun. Plant the charge and clear out.



Go west and then north to get to the power station. Try to take out the machine gunner first, then work your way to the station. Before you destroy the power station, you'll have to eliminate Horst Brenner (he's upstairs in the control room). Take him out, and you'll find the V2 rocket equipment blueprint on the desk. Go back down and head toward the gate to the east.

Go down the stairs inside the power station, work your way down and set the three charges on the generators. You're not done, though; you still need to get to the plunger to detonate them. Get back outside and take out the Nazis, using the wall for cover. Find the plunger and watch the fireworks.



MISSION 4: ESCAPE AT DAWN

Primary Objectives	Escape to the French countryside
Secondary Objectives	Destroy machine gun nest Eliminate Panzer tank Eliminate Erich Koster Obtain North African shipping manifest Destroy radio tower



The machine gun nest will be on your right side (to the southwest) in a blown-out building. Go into the building to the northeast and head upstairs, where you'll get a good angle on the Germans in the house. Take them out first, then head down and go into the house where the nest is and kill any stragglers (and grab the Revive).

To eliminate the Panzer tank, you just need to stay alive long enough for an air strike to arrive. Follow your squad to get out of the square, otherwise the tank *will* take you out. Work your way through the buildings and make sure to use whatever cover is available; try not to get trapped in a corner where a well-placed grenade could fill you full of shrapnel. Stick with your squad and let them take some of the damage—they'll also rack up some kills. Once the tank is destroyed, grab the Revive in the

empty room and take an immediate left, then head downstairs. Go south to the house to the left of the burned-out tank.

Once you enter the church, the battle with Koster begins, but first get his buddies out of the way. If you've got a full Adrenaline meter, now is a good time to use it. When he's dead, he drops the North African shipping manifest. Next, go out the hole in the church wall and destroy the radio tower, and all your secondary objectives should now be complete.



You're not out of the woods yet, though. Once you make your way out of the church, another Panzer stands between you and a safe escape. First take out the Nazis so you can focus your efforts on the tank. The only way to destroy it is with grenades, but you'll find

plenty in the immediate area. The easiest way to avoid getting a blast from the tank is to literally run circles around it—you can move a lot faster than the turret. Also stay as close to the tank as you can; that way the machine gunner inside can't get you either. Throw a few grenades onto the turret; four to five well-placed tosses should do the trick.

If you've completed all the objectives, you should receive the Distinguished Service Cross for the campaign.

CAMPAIGN 2: NORTH AFRICA

MISSION 1: OPERATION BLINDFOLD

Primary Objectives	Destroy three Tiger tank prototypes
Secondary Objectives	Destroy Panzer tank in the village Sabotage German radar dish Recover British reconnaissance
OSS Objective	Acquire Tiger tank operations manuals
Nemesis Objective	Eliminate Adebolt Brecht
Escape Objective	Escape into bunker



Work your way up the right side, and take cover as much as you can. The Germans will keep coming, so you've got to keep moving. Use the Enfield to take a few of them out as you work your way up. Come up behind the Panzer and toss a few grenades onto the turret. Grab the Revive and advance through the village, taking out any stray Germans along the way. Head north toward the radar dish on top of the hill.



Clear the area of Nazis and go inside the bunker to plant the charge. Once the dish is destroyed, grab the Revive and get ready for a fight. Take out the infantry and then destroy the tank.



You need to take the trench in order to get to the operations manuals. If you've got a full Adrenaline meter, now's a good time to use it. Once it's clear, head down into the tunnel. The opera-

tions manual is in the radio room, which is in the middle of the tunnel. The best way to get there is to enter the tunnel at either end and shoot your way to the room, fighting off Nazis as you go. You can also enter the tunnel from the middle of the trench, but you'll have enemies on either side of you.



The reconnaissance (and Adebolt Brecht) is southeast of the trench. Go past the injured British airman—he'll be fine—and head through the opening behind him. On the other side you'll find the downed British plane, along with Brecht and some of his minions. Watch out for the snipers above to the right. Take the minions out first, then chase Brecht down and kill him. Continue through the canyon and you'll find the recon documents on a dead British soldier. Grab them and the Revive that appears.



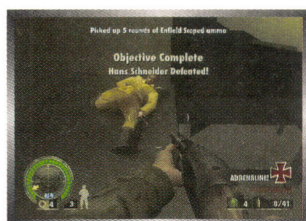
The Tiger tank prototypes are behind the trench (east). The first one is dead ahead. Set the charge on the back of it and clear out. Make sure to go left, otherwise you'll get trapped and take serious damage when the tank blows up. This will open the doors of the hangar to the southeast, where the other two Tigers are located.

To escape, work your way through the bunker...but be careful. These Nazis are tough and can take more damage than regular old Nazis, so make sure they're dead before you move on. Exit the bunker to complete the mission.

MISSION 2: OPERATION V2 SILENCE

Primary Objectives	Destroy V2 rocket
Secondary Objectives	Free three SAS commando prisoners Steal V2 test film Photograph V2 schematics Destroy train tracks
OSS Objective	Locate coded Virus House information
Nemesis Objective	Eliminate Hans Schneider
Escape Objective	Escape V2 factory

To get to the first prisoner, enter the first room and take the hall to the right, then follow it to the end and go left. Kill the Nazis in here and take a left at the end of the room. Blow the door, kill the guard inside and free the prisoner. Follow the blue arrows to find the other two SAS Commandos.



take him out, and grab the coded Virus House information briefcase lying on the desk.

Go back to the generator room and go up the ramp on the east side. Follow the hallway into the projection room, where you'll find the V2 test film (it's in the projector) and Schneider. He'll run into another room, so take the film and grab the Revive. Track Schneider down,

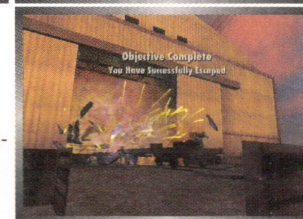


Go back the way you came, then go north and east and head up the ramp. Watch out for the Nazis on the stairs to the left of the ramp. Now head outside. The schematics are in the warehouse to your right, but go left first and take out the Nazis on that side. Then work your way back to the warehouse and get your Kodak moment. As usual, grab the Revive and continue north.

Keep moving north and you'll find more British commandos waiting to help you on the next part of the mission. They'll cover you while you run up and plant the charge. After you (and your mates) clear the area, keep heading east (you can't get into the hangar from this side), where you'll find a good ol' Panzer.



Run past the tank (or its remains) and around to the back of the V2 rocket hangar. Fight your way to the northeast side of the room, flip the switch to open the door and let your reinforcements in. Make your way to the control room on the opposite side of the hangar and go upstairs. Flip the switch to lower the V2 rocket and head back down. Get to the front of the V2 and set the charge, then run out of the back of the hangar to complete the mission. If you completed all the objectives in these two missions, you'll receive the Distinguished Service Order.



CAMPAIGN 3: RUSSIA

MISSION 1: THE ROAD TO STALINGRAD

Primary Objectives	Destroy German railgun
Secondary Objectives	Locate Partisan fighters Destroy communication tower Destroy three Panzer tanks Destroy ammunition dump
OSS Objective	Obtain Ardennes Forest recon dossier
Nemesis Objective	Eliminate Walther Neumann
Escape Objective	Secure and defend church

After you kill the guards at the gate, you'll be summoned to the house on the right. Go downstairs and meet your new comrades. Drop one of your weapons and grab the bazooka.



Follow the road east and then south, and head across the bridge. The railgun is to the right. Set the charges (on the other side) and take cover. After it's destroyed, go back across the bridge and go south up the left side of the hill.

Take out the Germans at the top of the hill. Toss a grenade or two down into the "basement" of the bunker. There are two guys in there, so head down cautiously after the grenade goes off. Grab the Medkits and grenades and head back up. Destroy the first Panzer. If you run out of grenades, go back downstairs and grab some more. The other two Panzers are across the bridge. Go back across (where the railgun was) and take out the second Panzer with the bazooka. Run north along the railroad tracks and into the last house on the right, where you'll find more bazooka ammo. The third Panzer is just to the east of you. The Partisans have taken a house just outside the cemetery to the east. Go up there for some grenades and ammo. The ammo dump is northeast of your current location. Plant the charge and get away. This will trigger the reinforcements for your raid on the church.



Enter the church, activate your Adrenaline and kill Neumann. Once Neumann is dead, he drops the Ardennes Forest recon dossier. Grab it and be ready, because a wave of Germans will be coming from the west.



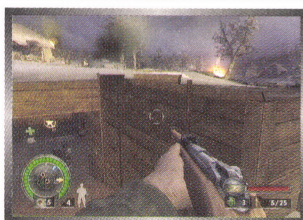
The Germans' communications tower isn't so much a tower as it is a trailer. It's to the right as you enter the church grounds. You can either head straight for it or go around the church and come at it from behind. Set the charge and clear out.



After squaring off with the Nazis, get upstairs and either get on the machine gun or toss some grenades and pick off the swarming Germans from above.

MISSION 2: CLIMBING MAMAYEV HILL

Primary Objectives	Transmit Virus House intel to OSS
Secondary Objectives	Destroy the artillery guns Signal rocket strike Destroy Panzer tank Meet with Russian officer
OSS Objective	Steal heavy water test logbook
Nemesis Objective	Eliminate Franz Gruebner
Escape Objective	Destroy German intelligence



Run into the village, quickly enter the building on the left and grab the bazooka. Go outside and take out the Panzer. The Germans are now on your side of the river, so move cautiously. Get up to the trench and get orders from the Russian officer. Run along the length of the trench and pick up Medkits and ammo stored underneath.

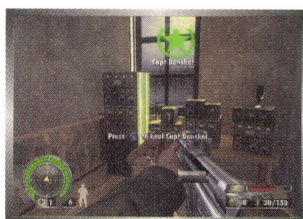


There won't be a break in the action here, so just make sure your health is full and make a run for the bridge. Get across and take a right into the tunnel. Grab the bazooka and take out the Panzer. Run into the road and set off the smoke signal for the rocket strike, then quickly take cover in the bombed-out buildings. After the rocket strike, head up the hill toward the rectory, but first take out the Panzer on the left. Set the charge on the gate to the rectory and move in.



Now you can either take Gruebner out (he's in the middle of the courtyard straight ahead) or deal with the artillery guns first. If you go for the artillery guns, sprint into the building on the right when you first enter the gates. Go up the stairs, kill the German and take the Medkit. Go back down and destroy the three artillery guns, and be ready for a wave of Germans after each successive charge.

Now it's time for Gruebner, who's still outside. Stay low and take your time shooting him from behind cover. When you kill him, he drops the heavy water test logbook. If you want to destroy the Panzer, check the bunker on the left for a bazooka.



You'll find the radio to transmit the Virus House intel inside the same building as the artillery guns. Take out the officer and soldiers downstairs, and watch out for the guy on the balcony. After you clear the room, head upstairs and make your transmission. You'll then get another objective, so run downstairs and destroy the German intelligence to complete the mission. You should be awarded the Order of the Patriotic War, First Class.

CAMPAIGN 4: BATTLE OF THE BULGE

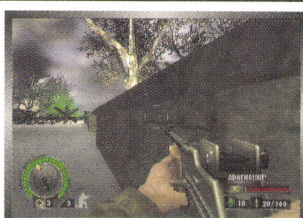
MISSION 1: MISSION TO ROCHERATH

Primary Objectives	Fall back to American command post Destroy King Tiger tanks
Secondary Objectives	Eliminate recon unit in windmill Transmit artillery coordinates Obtain C2 in church tower
OSS Objective	Uncover atomic scientist rosters
Nemesis Objective	Eliminate Folker Kappelhoff
Escape Objective	Destroy town bridge

As soon as the mission starts, you're going to have a face full of Nazis. Despite the temptation to engage them, you're severely outnumbered and will die quickly if you take them on. Instead, hang back in the corner and wait for the tank to pass, then head south to the windmill.



Enter the windmill and take out the two Nazis coming down the stairs. Work your way up to the top and kill the officer. Grab the Revive and his Gewehr scoped rifle. You can try to snipe from up here, but you'll face a lot of crossfire. When you're ready to head down, be cautious because



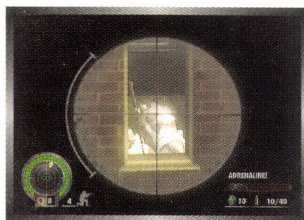
you'll have some company very soon. Go downstairs, stay low and head west toward the command post. If you stay along the outside of the south wall, you can get to the end of the courtyard relatively unharmed, but you will have to pass through the courtyard—and the German welcoming committee—to get to the command post.

Conveniently, you'll "uncover" the rosters as soon as you enter the command post. Grab the bazooka and go upstairs. There will be a Tiger coming from the east, one from the north and one from the south. You should be able to get them all from this position. You'll also find bazooka ammo up here. If you run out of ammo upstairs, you'll find more outside (to the east and south). There's also a static rocket launcher on the west side of the command post, which will take out the King Tiger coming from that direction.



Once you've taken the Tigers out, it's time to go get the C2. The stairs to go up the tower are in the northeast corner of the church. Move quickly, because you'll be taking fire from outside. Kappelhoff will be about halfway up. This is a tough battle, because you're almost point-blank. If you've got Adrenaline, use it. Otherwise, spray and pray, or you can engage him from below. Once he's dead, transmit your coordinates to launch an air strike. You might also want to grab his rifle. Make your way up to the top of the tower and grab the C2 charge from the dead soldier.

MISSION 1: MISSION TO ROCHERATH continued



On the way down, pick up the Revive and snipe a few Nazis across the way. Stop on every landing and take out a few more Nazis each time. When you get to the bottom of the stairs, you'll have some company coming from the front of the church, but stay close to the north wall.

Don't turn your back on that wall, though, because more Nazis will blow a hole in it and storm the church. As soon as they come through, take them out and run out of the hole, and don't stop running until you reach the bridge (you'll know you're there because you'll see some American support troops and the music will get dramatic).



The troops there will offer you some cover for your run to the bridge. When you're ready, make a break for it and go through the hole in the wall left of the tree. If you've got Adrenaline, this is the time to use it. Once you're down there, gather your squad and move slowly to the east. You'll see some Nazis guarding the underside of the bridge, which is where you need to plant the charge. Hopefully, you've still got the Gewehr scoped rifle. Be patient, because the Nazis will take cover when they know they're being scoped. Take them out and then make your move. A couple of Germans will come running down the stairs to the west as you run by. Get your other gun out (whatever you've got besides the Gewehr) and take them out, then run up and plant the charge under the bridge to complete the mission.

MISSION 2: FARMHOUSE LIBERATION

Primary Objectives	Rescue French operative
Secondary Objectives	Destroy King Tiger tank Destroy three German artillery positions
OSS Objective	Discover Virus House location
Nemesis Objective	Eliminate Freder Engel
Escape Objective	Defend farm and destroy approaching tanks



Run under the bridge and grab the Medkit. Work your way slowly up the wall and take out the machine gunner at ground level and the sniper above in the tower. Go into the tower and take out the three Germans—the first one is behind the boxes when you

first walk in and the other two are upstairs. Get up to the sniping spot and go prone. From here you can pick 'em off one by one. Once you've cleared the area, head to the house on the other side of the bridge. There will be a Gerrie when you turn the corner, so take him out and go inside. If you didn't snipe the guy in here already, take him out and grab the Medkit and the StG44 if you feel so inclined.

Leave the house, go to the southwest corner of the map and take cover on the side of the house. Take out all the Nazis over here—watch out for machine gunners in the windows across the way. Move east to the next house and do more of the same. There's a machine gunner in the window above the tank, so take him out first. Then shoot the fuel barrels to the right of the barn. Eliminate the wave of Nazis coming from the house to the south.



Get to the entrance and set the charge to create an entry point, then head for the house to the south.



You'll receive machine gun fire from the Tiger, so move quickly. As you get to the house, a wave of Germans comes from the west. Clear the house and head to the southwest. Take out the three Germans and set the charge on the first artillery gun. There

are a couple Medkits in the houses to the north if you need them. Now go around to the back of the farmhouse and take out the three Nazis. Move all the way across the length of the property (you can peek in the windows and cap the Nazis as you go) until you reach a shack, where you'll find a bazooka. Eliminate the Tiger to the north, then take out the second artillery gun straight ahead. There's a Revive and a Medkit in the Tiger barn. Go out the front of the barn, destroy the third artillery gun and grab the Revive.

Now go back inside the farmhouse and go to the east end, where you'll find the stairs to the basement. Blow the door and kill Engel to free a familiar face, then grab the bazooka. You'll find the Virus House location on Engel's cold, dead body. Go upstairs, man the machine gun and pick off the Germans as they come through the door. Your last task will be to defend the farmhouse and take out three Tigers. Head outside with your guns blazin', because you'll face a swarm of Nazis. Wipe them out and run out to the plunger (behind the well) to ignite a blast that destroys the first Tiger. Then run back into the house and use the bazooka on the other two tanks to complete the mission.



MISSION 3: OPERATION: VIRUS HOUSE

Primary Objectives	Find and infiltrate German underground bunker
Secondary Objectives	Radio airstrike coordinates Destroy three entrenched King Tiger tanks
OSS Objective	Find Von Schrader's journal
Nemesis Objective	Eliminate Von Schrader
Escape Objective	Disable dirty bomb



Move north in the trench, grabbing two Medkits and the bazooka along the way, then jump out and hit the plunger to launch the rockets at the Tiger. Jump back in the trench and man the machine gun as the Germans storm your position. Head west (where the green smoke is coming from) to the trench with the radio and transmit the airstrike coordinates, then grab the Revive behind you.



There are two ways to take out the entrenched tanks, which are to the west: You can either use the bazooka, or you can plant charges on the back of each one. When you reach them, first hit the trenches behind them and clear out the Nazis, then plant the charges

and snag the Revive. You'll face a couple squads of Gerries from the north, but you'll get some help from an airborne friend. Head north to get to the German side of the Ardennes, where you'll find out what the saying "War is hell" really means. Stay in the trenches and craters as much as possible. Try working your way forward along the right side.



When you reach the machine gun nest, take out the Tiger. You'll find Von Schrader's journal in the second machine gun bunker from the right (if you're running toward them). Watch your back for a squad of Nazis attacking from behind. The road leading up to the underground bunker is in the northwest. If you've got plenty of health, stick around and clear out the area to collect all the Medkits and ammo you can find. Hold on to the bazooka, as it will come in very handy later. As you start up the hill to the bunker, you'll see another Tiger patrolling. It will blow up when a bomb from a friendly wipes it out.



As you head up the hill to the bunker, you'll have two Nazis on the left and two on the right. Chuck a grenade to the left and go into the bunker behind the blown-out tank. Eliminate the two Nazis on the right (they're behind a stack of boxes up ahead), then move forward and go prone behind the stack of pallets on

the right (it's the stack closest to you). Lean out and snipe the machine gunners who appear in the windows on either side of the bunker, three on each side. Blast the door and take cover, as there will be three machine gunners right down the middle. After you take them out, run partway down the ramp, toss a grenade and then run back out. Several Nazis will peek around the corner (there should be two on each side). Kill them and then take out the Germans in the back room behind the overturned table. When you enter the hallway on the right from the back room, the door behind you will close and a timer will start, so you've got to move quickly. You'll face several swarms of Germans, so be ready.



Even though the clock is ticking, don't just make a break for it—you'll die before you take three steps. Be patient and efficient as you let them come to you. When the objective to kill Von Schrader pops up, take cover against the wall and start chucking grenades down the length of the hall, or you can take them out with a bazooka blast (just make sure you've got at least two bazooka rounds left). You'll wipe out most of the Nazis this way, but peek around the corner and pick off any survivors. Grab the ammo and Medkit and go up the stairs on the left.

Once you enter the courtyard,* the door will slam behind you and the Nazis will swarm like cockroaches. This is a tailor-made Adrenaline moment. You have two options here, depending on the weapons you've got. If you still have the bazooka, you're in luck. Von Schrader will be shooting at you from above, but you can take him out with two blasts from the bazooka. If you don't have the bazooka or ammo for it, you'll face a much tougher task. You've got to keep moving and take out the oncoming Nazis while also trying to nail Von Schrader. Doing this without a bazooka is not impossible, but it's not a recommended method.



After you take care of Von Schrader, go back to the door (which is open again) and take a left up the stairs. There won't be any Germans up here, so run straight up the stairs into the second room and flip the switch on the control panel to complete the mission. You'll be awarded the Distinguished Service Cross, and all of Europe owes you a debt of gratitude.





WIN A PSP

TIPS & TRICKS Summer Survey 2005

Although we try hard to make *TIPS & TRICKS* the best magazine it can be, we occasionally need to pick your brain to find out what *TIPS & TRICKS* readers are really like. By taking a few moments to answer the following questions, you can shape the future of *TIPS & TRICKS* and help us to deliver the exact kind of magazine you really want. We'd like you to fill out the survey as completely as possible, but you don't have to answer all of the questions if you don't want to; you don't even have to tell us your name if you'd prefer to remain anonymous. However, if you do provide your name and address, you will be entered in a random drawing for a free PSP system as our thanks for your cooperation. (If you'd rather not tear this page out, just write your answers on a sheet of paper.)

1.) How old are you?

14 years old

2.) What is your gender?

- ☒ Male
☐ Female

3.) Which of these game systems do you currently have?

- ☒ Sony PlayStation
☒ Sony PlayStation 2
☐ Sony PSP
☒ Microsoft Xbox
☒ Nintendo GameCube
☒ Nintendo Game Boy Advance
☒ Nintendo DS
☐ Nokia N-Gage
☐ Tapwave Zodiac
☐ None of the above

4.) Which, if any, game systems you plan to get within the next 12 months?

- ☐ Sony PlayStation 2
☒ Sony PlayStation 3
☐ Sony PSP
☐ Microsoft Xbox
☒ Microsoft Xbox 360
☐ Nintendo GameCube
☒ Nintendo Revolution
☐ Nintendo DS
☒ Nintendo Game Boy Micro
☐ Nokia N-Gage
☐ None of the above

5.) Do you have a PC or Mac computer in your home?

- ☒ Yes
☐ No

6.) How many PC games have you bought in the last year?

6

7.) Do you have broadband Internet access in your home?

- ☐ Yes
☒ No

8.) Do you play console games online?

- ☐ Yes
☒ No

9.) How many accessories (extra controllers, memory cards, speakers, cheat devices, carrying cases, customizing kits, etc.) have you bought for your game systems in the last six months?

4

10.) In an average month, how many people do you talk to about video games?

11-ish

11.) Did you read last month's issue of *TIPS & TRICKS* (Issue #125, July 2005)?

- ☒ Yes
☐ No
(if no, please skip to question 14)

12.) Did you learn new information about the game "Fire Emblem: The Sacred Stones" in our July 2005 issue?

- ☒ Yes
☐ No

13.) Did you become more interested in any of the following games after reading our July issue? (Please check all that apply.)

- ☒ "Advent Rising"
☐ "Jamdat Mini Golf"
☒ "Juiced"
☐ "Stella Deus"
☐ "Samurai Western"
☐ "Fire Emblem: The Sacred Stones"
☒ "Ultimate Brain Games"
☐ "Kirby: Canvas Curse"
☐ "Mega Man Battle Network—Team Protoman"

14.) Do you have a HDTV or Enhanced Definition TV in your home?

- ☐ Yes
☒ No

15.) Do you have a home theater audio system in your home?

- ☒ Yes
☐ No

16.) Do you own a MP3 player?

- ☒ Yes
☐ No

17.) Do you own a digital camera?

- ☒ Yes
☐ No

18.) Do you have a cellular phone that's capable of playing 3-D games?

- ☐ Yes
☒ No

19.) Have you downloaded games, wallpaper, or ringtones on your cell phone?

- ☐ Yes
☒ No

20.) Have you bought any toys, movies, books, clothes or other merchandise that is related to a video game (in the last six months)?

- ☒ Yes
☐ No

21.) Do you read any of the following magazines in the same month you read *TIPS & TRICKS*? (Check any that you regularly read in the same month.)

- ☐ Game Informer
☐ Electronic Gaming Monthly
☒ GamePro
☐ Official U.S. PlayStation Magazine
☐ PSM
☐ Official Xbox Magazine
☒ Nintendo Power
☐ PSE2
☐ Play
☐ Wizard

If you wish to be entered in the drawing for a free PSP system, please complete the following:

Name: Adam Helfrich
Address: 2801 Southfork Dr.
City: Stevensville State: M.I. ZIP: 49127

ENTRY AND OFFICIAL RULES

NO PURCHASE NECESSARY TO ENTER OR WIN. Participation in the Drawing constitutes entrant's full and unconditional agreement to and acceptance of these Official Rules. The drawing will occur on September 15, 2005; deadline for entry is 5:00 p.m. PST September 14, 2005. The Drawing is sponsored by *TIPS & TRICKS* Magazine, 8484 Wilshire Boulevard, Suite 900, Beverly Hills, CA 90211 [the "Sponsor"]. Eligibility: The Drawing is open to persons of any age other than employees, officers, and directors of the Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies as well as their respective immediate family members and persons living in their same household. Residents of Arizona are not eligible to participate. How to Enter: You can enter the Drawing by mailing a completed "Summer Survey 2005" to *TIPS & TRICKS* Summer Survey 2005, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Only entries with the entrant's name, age and address are eligible for the Drawing. ONLY ONE ENTRY PER PERSON IS PERMITTED. MULTIPLE ENTRIES BY THE SAME PERSON WILL DISQUALIFY ENTRANT. NO PURCHASE IS REQUIRED TO ENTER OR WIN THE DRAWING. How to Win: The Winner will be selected at random by a representative of *TIPS & TRICKS* Magazine on September 15, 2005 at 1:00 P.M. PST from among all eligible completed entries, subject to verification. One (1) entry will be selected for the Drawing's Prize—a PSP system (retail value \$250.00). No alternative prizes, cash, or other substitutions are permitted except at Sponsor's discretion. Prizes are nontransferable. All federal, state, and/or local taxes are the sole responsibility of the Winner(s). Selection of Winner(s): NO PURCHASE IS REQUIRED TO ENTER OR WIN THE DRAWING. Winner will be selected from all eligible entries received by September 14, 2005. All decisions of Sponsor are final and binding. Odds of winning will be determined by the number of eligible entries received prior to the entry deadline. 400,000 notices of the Drawing will be distributed. After being contacted by Sponsor by mail, the winner will have 10 days from date of notification to claim his/her prize by U.S. mail to the Sponsor's address. Sponsor is not responsible for and shall not be liable for late, lost, misdirected, or unsuccessful efforts to notify Winner. Winner may be required to sign and return a release of liability, declaration of eligibility, and a publicity consent agreement, all within 10 days of acknowledged notification. If a winner's entry becomes ineligible, prizes will be awarded to an alternative winner. By accepting the prize, Winner agrees to the use of his/her name, voice and/or likeness for the purpose of advertising, trade, or promotion of any (or all) of the Sponsor without further compensation. If a selected winner cannot be contacted, is ineligible, fails to claim the prize, or fails to timely return the completed and executed declaration and releases as may be required, the prize may be forfeited and alternate winners selected. General Terms and Conditions: By entering the Drawing, each participant agrees to be bound by these Official Rules and the decisions of the Sponsor, which shall be final. Sponsor, the agents and representatives of Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors are not responsible for and shall not be liable for any (i) condition caused by events beyond the control of Sponsor that may cause the Drawing to be disrupted or corrupted; (ii) any injuries, losses, or damages of any kind arising in connection with or as a result of the prizes, or use of the prizes, or from participation in the Drawing; or (iii) any printing or typographical errors in any materials associated with the Drawing. Sponsor reserves the right, in its sole discretion, to suspend or cancel the Drawing at any time. By participating in the Drawing, each participant agrees to release and hold Sponsor and the employees, officers, directors, shareholders, agents, representatives of Sponsor and their respective affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors, harmless from any and all losses, damages, rights, claims and actions of any kind in connection with the Drawing or resulting from acceptance or use of the prizes, including without limitation, personal injury, death, and property damage, and claims based on publicity rights, defamation, or invasion of privacy. PSP is a registered trademark of Sony. Sony is not in any way affiliated with or a sponsor of this Drawing. All other trademarks are the property of their respective holders.

Send your completed survey to:
TIPS & TRICKS
Summer Survey 2005
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

FLATOUT

Strategy Guide
by Pat Reynolds

FlatOut is a new racing game that attempts to take the genre to entirely new extremes. The main game is a no-holds-barred racing competition through courses ranging from cities to forested country-

side to ice-slicked mountains. FlatOut uses an advanced physics engine to model objects that can be scattered onto the road during a race. Items such as tires, crates and logs can be driven into, sending them flying onto the track where they'll stay and interact with other cars in a realistic manner (generally by slowing them down or causing them to skid out of control). The physics engine is also put to good use when your car meets an immovable object—your driver will often fly straight out through the windshield (apparently the FlatOut drivers are far too "extreme" for seat belts) and tumble realistically along the terrain. This feature is also put to good use in a secondary component of the game—the Ragdoll Olympics. In this competition, you and your friends can compete to see who can throw their drivers the furthest, the highest or with the most accuracy across a number of hilariously imaginative events. This guide will give you the tips and strategies you'll need to master both aspects of FlatOut.

SMASH RACING

What sets FlatOut apart from most other racing games is the emphasis on destroying as much of the course as possible during a race. On any given track, you'll find a large variety of items that can be driven into, smashed, or scattered onto the road to hinder the other drivers. These items can include tires, signs, fences, support struts, construction equipment, barrels and small shacks. As you compete, keep in mind that you'll earn some additional cash at the end of the race based on how many of these items you plowed through during your time on the course. The more chaos you cause, the more cash you'll earn. It's generally a good idea to use the first lap or two of a race to try to rack up your smash bonus, and then concentrate on winning the event for the final couple of laps.



CAR DEALER

At the start of the game you'll only be able to afford a basic starter vehicle. But as you progress through the career mode, you'll earn money and want to upgrade to a better car. Here are your options.

Pepper

Power—117 hp
Weight—1,609 lbs
Price—\$3,300

The Pepper is your basic, run-of-the-mill starter car. The nice thing about it is the cost—you'll have some cash left over to spend on upgrade parts, and you'll want to do this because this ride can use every enhancement it can get. For your career mode needs, the Pepper is actually a decent car, and it will get you through some of the early races without too much trouble.



Blocker

Power—112 hp
Weight—2,017 lbs
Price—\$3,000

With only slightly less horsepower but just over 400 pounds more weight, the Blocker is the starter car you'll want if you're more concerned about staying on the track, smashing through obstacles without losing control and pushing around the other racers.



Grinder

Power—124 hp
Weight—2,744 lbs
Price—\$3,500

The Grinder takes the best of both the Pepper and the Blocker and combines them into one lean racing machine. You've got decent top speeds combined with more weight for surviving crashes. At \$3,500 it's also a good choice for early races.



Blockhead

Power—130 hp
Weight—2,744 lbs
Price—\$3,800

The Blockhead is essentially the same car as the Grinder, but with a better top speed.



Bullet

Power—134 hp
Weight—3,503 lbs
Price—\$4,000

The Bullet is a fast, heavy car that handles well on most surfaces. You'll want to spend your upgrade money on speed and acceleration enhancements.



Overrunner

Power—190 hp
Weight—2,594 lbs
Price—\$6,000

With a respectable 190 horsepower, the Overrunner is well worth the \$6,000 price tag. It's designed to get ahead of the competition and stay there—use its good weight to shove your opponents into a wall or other obstacle if they're foolish enough to try passing.



Slider

Power—204 hp
Weight—1,984 lbs
Price—\$7,600

As its name implies, the Slider uses its high top speed and light weight to negotiate sharp corners with ease. Improve its body with upgrades to let it withstand more damage from collisions.



Road King

Power—196 hp
Weight—2,160 lbs
Price—\$6,400

The Road King is a solid car in all categories. It handles well and outperforms most of the other cars with similar ratings. You can turn it into a sturdy, reliable workhorse with a few upgrades to top speed and acceleration.



Fasthammer

Power—208 hp
Weight—3,637 lbs
Price—\$7,000

This is a great car for the demolition arena—it's got good speed and it hits hard, which is a great combination for the destruction derby-style events.



Speedevil

Power—218 hp
Weight—3,084 lbs
Price—\$8,000

The Speedevil is fast, but its heavy weight can make it difficult to come out of slides around sharp corners. Be sure to upgrade handling and control to get the most out of this car.



Thunderbolt

Power—302 hp
Weight—2,824 lbs
Price—\$15,000

Although the price increase between the Thunderbolt and the Bullet is nearly double, what you get for that moolah is a car that packs a lot of speed but also handles well coming through and out of turns. With some good upgrades, this is a car that can and will last you the entire career mode.



Trasher

Power—305 hp
Weight—3,284 lbs
Price—\$14,500
The Trasher has a high top speed, but is also packing on extra weight that makes it handle more like a trash truck on courses with a lot of winding road. It's a great choice for the demolition matches, though.



Bonecracker

Power—295 hp
Weight—3,699 lbs
Price—\$13,000
This is the heaviest car in the game, and the best choice for demolition arena events. In a standard race, you'll be able to easily knock other cars around, but you'll have to fight the Bonecracker's tendency to slide around like mad when coming out of sharp turns.



Blade

Power—304 hp
Weight—2,976 lbs
Price—\$15,000
The Blade is the most expensive car in the game for a reason. It handles very well, it can tackle any terrain type while still performing at peak capacity and it's got enough weight to help it come out of collisions in full control...although not so much that it loses control during slides, like some of the heavier cars in the game. If you have the money, this is an excellent choice.



Machine

Power—270 hp
Weight—3,324 lbs
Price—\$12,000
The Machine was built for endurance races—it can take a lot of punishment, and it handles well enough for most races.



Ranker!

Power—287 hp
Weight—3637 lbs
Price—\$13,500
There's nothing wrong with this high-end racer—it handles well on all terrain types and doesn't need a whole lot of improvements to help win even the later Gold Circuit races.



CAREER MODE

Career mode will take you through dozens of races across several tracks, testing your mastery of speed and handling during the grueling and highly competitive races. You'll earn money for placing in each race (even fourth and below will net you some small amount of coin) and also for smashing into objects like crates, tires, logs, signs and barriers. As you run each race, keep this fact in mind and use the early laps to try to scatter as much debris across the track as possible, using the final lap or two to concentrate on finishing the race with a gold, silver or bronze for the big payout.

BRONZE CIRCUIT RACES

The Bronze Circuit is a collection of races that are designed to ease you into the challenges of *FlatOut* racing—twisting road, often unstable terrain, lots of obstacles (some permanent, others not) and crazy opposing racers who will try to nudge your car into crash situations whenever possible.

Bay Amateur Run

Location	Laps	1st Place	2nd Place	3rd Place
Bay Circuit	3	\$1,000	\$500	\$300



Bay City is the beginner track, with wide, paved roads and fairly gentle turns. There are barrels and tires lining most of the bigger turns, and some signs along the side of the road that make for good smash bonus fodder. Watch for the construction zone about halfway around the track—the dirt piled up just before the crane makes an excellent ramp for jumping over the competition.

Woodland Havoc

Location	Laps	1st Place	2nd Place	3rd Place
Gracie Woodland	4	\$1,000	\$500	\$300



Gracie Woodland takes you out onto dirt roads with plenty of obstacles strewn about to keep you on your toes. Watch out for the section where the road is blocked off, forcing a sharp turn. The concrete warning blocks can cause real problems, getting stuck on your car and bringing it to a screeching halt. Slow down and start your turn when you see the orange and white stripes on the blocks.

The construction zone here includes a blocked-out island in the middle of the road, some vehicles, a fuel tank and buildings along one side. The road also narrows quite a lot, so pick a side and stick to the middle of the road to avoid a race-ending crash.



Brad's Pit Crash

Location	Laps	1st Place	2nd Place	3rd Place
Brad's Sand Pit	3	\$1,000	\$500	\$300



There are two main problem sections during this race. The first is the hair-pin turn just before rounding a lap. The road is wide for this section, so as long as you brake early and slide through it, the turn isn't too difficult.

The other rough area comes just past the starting line, where several construction vehicles are congesting the roadway, and lines of gravel chutes and machinery also get in your way. Finding a safe path through this mess is difficult, but it also presents a great opportunity to force opponents into crash situations.



Finchley Trial Run

Location	Laps	1st Place	2nd Place	3rd Place
Finchley Forest	4	\$1,000	\$500	\$300



The dirt road of Finchley Forest can make turning a real nightmare, especially for lightweight cars. Compensate for this by beginning your turns earlier than you would on a paved surface.

Piles of logs and lumber company vehicles protrude into the road throughout the course. Stay in the middle of the road to avoid these large obstacles.



Brad's Super Dustup

Location	Laps	1st Place	2nd Place	3rd Place
Brad's Sand Pit	5	\$1,000	\$500	\$300



Similar to Bunker Hill, the Sand Pit is a short course with wide dirt roads and one very tight turn to watch out for. It's a great course for building up your nitro and blasting past the other drivers on the wide straightaways.

The biggest obstacle is a crane parked right in the middle of the road. Luckily, you can see it coming from a good distance and there's plenty of road space around it.



Woodland Mayhem

Location	Laps	1st Place	2nd Place	3rd Place
Gracie Woodland	3	\$1,000	\$500	\$300



Watch for the shallow, water-filled trenches by the side of the road in several places along this course. Driving into them can slow your car down—dramatically if you're driving a lightweight car, less so if you're in a heavier ride.

There's one sharp turn in this race, and it comes shortly after leaving the starting line. Slide through the turn and maintain tight control after straightening out to avoid the obstacles around the corner.



SILVER CIRCUIT RACES

The Silver Circuit adds a new terrain type to the mix: snow and ice, in the form of the chilly Whitefish Lake area. You'll need to master driving on these slippery roads to progress through this challenging set of races.

Whitefish Run

Location	Laps	1st Place	2nd Place	3rd Place
Whitefish Lake	3	\$2,000	\$1,000	\$500



For your first visit to the frigid Whitefish Lake, the Whitefish Run is fairly tame. You'll need to watch out for two types of terrain on this course. The first is snow-packed roadway. It's slippery, but not much different from the loose dirt of the Finchley Forest course.

The second, more dangerous terrain type is ice-slicked pavement. This stuff is extremely slippery and can cause your car to slide far off course. Be sure to upgrade your handling, traction and control before attempting this race. Bringing a heavy car is also recommended.



Pinewood Crashcup

Location	Laps	1st Place	2nd Place	3rd Place
Gracie Woodland	4	\$2,000	\$1,000	\$500



This is a longer course, and going four laps makes it an endurance test. But aside from a sharp double-back turn just after the start and a section of road with two heavy vehicles blocking the way, the race itself isn't difficult. Try to pull ahead of the pack early on, then concentrate on driving carefully.

Bunker Hill Havoc

Location	Laps	1st Place	2nd Place	3rd Place
Bunker Hill	4	\$1,500	\$800	\$400



The curving Bunker Hill racetrack winds through a gravel quarry. The dirt roads alone make running this course difficult, but you'll also need to watch out for the many dump trucks, cranes and other quarry vehicles parked on and around the road.

In most cases you can drive around them to either side, but taking the off-road side to avoid a collision will cause you to lose valuable ground to the other racers. Try to stick to the middle of the road whenever possible.

The support struts holding the gravel chutes can be driven through with little penalty; most cars will plow right into them and keep going without a hitch. But be careful—if you take down enough supports to bring the whole chute crashing down, sections of it will remain on the track for the rest of the race, and they can cause your car to spin out or lose speed.



Fairgrass Run

Location	Laps	1st Place	2nd Place	3rd Place
Fairgrass Grounds	4	\$1,500	\$800	\$400



The paved roads of Fairgrass Grounds help negotiate the many turns, including a hairpin turn. There's a lot of construction and repair work going on around this course, making for many obstacles to avoid. Watch for the ditch covering half of the road early in the race—driving into it can really mess

up your standing and put you behind the other racers.

Another big obstacle here: two tractor trailers parked side to side, blocking fully half of the road. There are plenty of warning cones leading up to the big rigs, but you'll also come upon them after taking a sharp turn, making it very easy to slide right into the side of one of the trailers if you're not expecting them.



Bunker Challenge

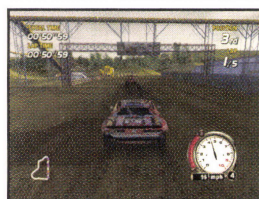
Location	Laps	1st Place	2nd Place	3rd Place
Bunker Hill	3	\$1,500	\$800	\$400



Lots of quick turns make this Bunker Hill run treacherous. You should have upgraded your car to add traction, handling and control enhancements by this point, which will all make it much easier to take the many turns and stay on the dirt track here.

Gravel Rock Run

Location	Laps	1st Place	2nd Place	3rd Place
Gravel Mound	5	\$2,000	\$1,000	\$500



This short, five-lap race has narrow dirt roads to contend with along with the usual assortment of quarry machines and vehicles. There are a couple of short straightaways that are good for using nitro to stay with the other cars. Also watch for the section where the road narrows with

walls on either side—you can use this to your advantage to force your opponents to crash out.

Bay Cup Run

Location	Laps	1st Place	2nd Place	3rd Place
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Bay Circuit	4	\$2,000	\$1,000	\$500
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The second Bay Circuit race throws in almost constant turns, including one spot with back-to-back hairpins. There's a good, long straight-way just after the starting line where you'll want to make the most of your nitro. Be careful of the construction zone about halfway

through this strip, though.

In addition to hairpin turns, the course also throws you into several areas where you'll need to turn one way and then immediately the other to negotiate a tricky section of road. You might need to spend some time running practice laps here before attempting the real thing.



Bunker Bigbang Run

Location	Laps	1st Place	2nd Place	3rd Place
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Bunker Hill	4	\$2,500	\$1,200	\$600
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This is a standard dirt road race; no big surprises here, except for a particularly nasty hairpin turn about halfway through the course. Keep an eye on your map so you'll know when it's coming up and slow down before you hit it to slide through without losing too much speed.

Whattahoo Roadrun

Location	Laps	1st Place	2nd Place	3rd Place
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Whattahoo Town	4	\$2,000	\$1,000	\$500
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Whattahoo is a quaint county town, and the track here is half paved road and half off-road dirt track. The road is wide while in town, but there are a couple of sharp turns to negotiate. Watch for a convenient ramp propped against a parked truck

two turns after the start of the race.

When you hit the dirt road section of the race, be ready to fight with your car to force it to stay on the narrow, winding track. There's a lake off to the right here; slide too far off the road and you'll find yourself fishing instead of racing!



Whitefish Rally

Location	Laps	1st Place	2nd Place	3rd Place
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Whitefish Lake	3	\$2,000	\$1,000	\$500
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Much like the first Whitefish Lake race, you'll encounter highly slippery terrain on this course. Watch for the ramps on the right side of the track in two places; one is just after the start of the race, the other about halfway through. They provide useful (but somewhat dangerous) shortcuts that will get you past tricky sections of road.

You'll also want to save your nitro for the long, narrow straight-way that runs the northern length of the course.

Pinewood Qualifier

Location	Laps	1st Place	2nd Place	3rd Place
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Pinewood Meadows	4	\$2,500	\$1,200	\$600
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There are a few large stacks of tires lining some of the turns on this course, and during the race it's not uncommon to find them scattered all over the track. Learn these areas and slow down as you approach them, giving you enough time to steer around any stray stacks of tires littering the road.

Pinewood Challenge

Location	Laps	1st Place	2nd Place	3rd Place
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Pinewood Meadows	4	\$3,000	\$1,500	\$500
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Similar to the previous Pinewood Meadows course, you'll want to watch for the copious amounts of tires waiting to be scattered across the road here. Also be careful of the concrete overpasses that span the road in different places. As there are constant turns throughout the race, it's very easy to slide through a turn only to plow right into one of these hazardous obstacles.

Whitefish Ice Run

Location	Laps	1st Place	2nd Place	3rd Place
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Whitefish Lake	3	\$2,500	\$1,200	\$600
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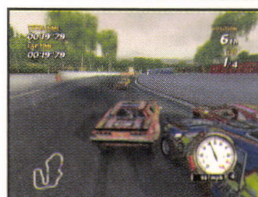


This is the same course as the previous Whitefish Lake race, only run in reverse. This creates a nice, long straight-way right before the starting line, giving you a chance to burn some nitro to overtake the competition at the end of the race. The same long straight on the northern end of the track is still here, and look for the ramp shortcuts on the left side of the road now.

Fairgrass Cup

Location	Laps	1st Place	2nd Place	3rd Place
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Fairgrass Grounds	4	\$2,500	\$1,200	\$600
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The paved roads of Fairgrass Grounds will seem like nirvana after the slipping and sliding you've been doing on Whitefish Lake during the Silver Circuit races. Aside from the hairpin turn and an area with a jackknifed semi near the southern expanse of road, this race isn't going to tax your abilities if you've been running well on the previous courses.

Whattahoo Rush Hour

Location	Laps	1st Place	2nd Place	3rd Place
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Whattahoo Town	4	\$2,000	\$1,000	\$500
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Unlike the previous Whattahoo Town race, which was about half town and half country, the majority of this track takes place on the narrow dirt out-of-town roads. You'll hit town for the track's single sharp hairpin turn, and you can also find a ramp truck in the area to catch some serious airtime.

Woodland Challenge

Location	Laps	1st Place	2nd Place	3rd Place
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Gracie Woodland	5	\$3,000	\$1,500	\$700
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This short five-lap race takes you through some sharp turns littered with logging trucks and other obstacles. Use your handbrake to take the turns quickly and you should be able to pull ahead early and maintain the lead throughout the race.

GOLD CIRCUIT RACES

The most difficult races can be found in the Gold Circuit events. Although it doesn't introduce any new terrain types, you will find the longest, curviest, and most challenging courses here. It will take all of your driving skills—and plenty of tuning upgrades for your car—to survive these grueling races.

Whattahoo Wham

Location	Laps	1st Place	2nd Place	3rd Place
Whattahoo Town	5	\$3,000	\$1,500	\$700



Unlike the other Whattahoo Town races, this time the access to the dirt roads is blocked and you'll be racing on the paved streets. It's a short course, but there are no really sharp turns here, and you can use the handbrake to zip through them easily.

Redpine Race Dash

Location	Laps	1st Place	2nd Place	3rd Place
Redpine River	3	\$3,000	\$1,500	\$700



Similar to Whitefish Lake, Redpine River is a wintry race through slippery terrain. The road runs straight for the most part, although you'll want to slow it down and start your handbrake early to slide through the hairpin turn in the southeast corner of the map. Save your nitro for the stretch leading into the hairpin and you'll gain ground on every lap.

Brad's Sandrun

Location	Laps	1st Place	2nd Place	3rd Place
Brad's Sand Pit	3	\$3,000	\$1,500	\$700



This track would be a big, easy oval if not for a small section at the northwest end that forms a lazy hairpin curve...but it's almost too wide to qualify as dangerous. There are more vehicles scattered around the road this time, though, so you'll constantly need to prepare to get

out of the way of a big rig parked in the middle of the track. Look for the shortcut through the open hangar to the right of the road about halfway around the course.

Hayville Haystacker

Location	Laps	1st Place	2nd Place	3rd Place
Hayville Farm	3	\$3,000	\$1,500	\$700



This run through the country is full of sharp turns, including the tightest hairpin turn so far! Look for the red barn; it's a landmark that signals this highly dangerous turn. The turn is just past the barn; you'll want to take it slow and easy, as there are all kinds of obstacles around the track as well.

Redpine Zero Course

Location	Laps	1st Place	2nd Place	3rd Place
Redpine River	4	\$4,000	\$2,000	\$1,000



This course is fairly open—there aren't many obstacles on the track, but there are fewer barriers, so the danger of running far off track is constant. The western section of road is tricky, as it takes several quick, cutting turns in opposite directions that can wreak havoc with

your control if you're not careful.

Fairgrass Challenge

Location	Laps	1st Place	2nd Place	3rd Place
Fairgrass Grounds	4	\$4,000	\$2,000	\$1,000



This course is similar to the previous Fairgrass Grounds race. You'll be racing it in the other direction this time, so watch for the trench and parked semi to be on the opposite sides from where you encountered them before. Take the sharp hairpin turn in the middle of the map slowly, and the rest should be no problem.

Hayville Havoc

Location	Laps	1st Place	2nd Place	3rd Place
Hayville Farm	3	\$3,000	\$1,500	\$700



This race runs the same course as the first Hayville Farm run, although you're going in the opposite direction this time. This actually makes the course a bit easier, since you'll come to the sharp hairpin from the northern side, giving you a better angle to start your turn.

Finchley Timberdash

Location	Laps	1st Place	2nd Place	3rd Place
Finchley Forest	3	\$3,000	\$1,500	\$700



This race is familiar enough, although the course layout is slightly different from the last Finchley run. Watch for stacks of tires that can easily be scattered around the road. Avoid the sides of the roads, as the water-filled trenches there can slow you down considerably.

Mound Mayhem

Location	Laps	1st Place	2nd Place	3rd Place
Gravel Mound	4	\$3,000	\$1,500	\$700



This second Gravel Mound race takes the original course design and expands it by adding an eastern section of road. The new area makes the course more grueling by adding more obstacles to get in your way, and it also nearly doubles the length of the track, making this four-lap race a challenge in durability and control.

Bay Challenge

Location	Laps	1st Place	2nd Place	3rd Place
Bay Circuit	3	\$4,000	\$2,000	\$1,000



Watch out for the hairpin turn that comes early in this race—it's easy to miss it and shoot straight ahead on the road, through the meager barriers and out of bounds. Use nitro in the expanse of road to the south, but stay to the left to avoid the section of road that's torn open for construction. Hitting it will cause you to crash and lose a lot of ground.

Redpine Run

Location	Laps	1st Place	2nd Place	3rd Place
Redpine River	4	\$3,000	\$1,500	\$700



This course turns Redpine River into a crude rectangle, adding a bit more to the southern end of the last Redpine track. It's not a hard race, aside from the icy roads. You'll find that the ramp shortcut next to the red barn will usually gain you a second or two against the other racers.



Hayville Farmdash

Location	Laps	1st Place	2nd Place	3rd Place
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Hayville Farm	4	\$3,000	\$1,500	\$1,000
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Almost all of the turns on this course are poorly marked, making it easy to overshoot straight out of bounds, especially after a lap or two when the majority of the warning signs have been crashed through and destroyed. You'll want to run some practice laps to learn the turns.

BONUS CIRCUIT

This selection of events includes the truly oddball "Ragdoll Olympics," in which you attempt to set height, distance and accuracy records by flinging your driver out of the car at high speeds. You'll also find demolition arena and demolition derby events here.

Longjump

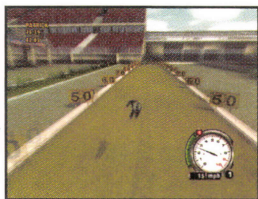
Location	Laps	250 yds	200 yds	100 yds
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Grand Slam Stadium	N/A	\$1,000	\$500	\$300
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Drive down the runway and wait until the last possible moment to launch your driver. You'll want just a slight amount of height on the launch to get the maximum distance, so hold the nitro button for a split second before releasing it to

launch the driver. Hold it too long and you'll gain too much height, resulting in less overall length. Be sure to keep your car in the middle of the track and aim straight—any variation to the left or right will result in your drive hitting the yard markers and losing speed.



Darts

Location	Laps	150 pts	100 pts	50 pts
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Grand Slam Stadium	N/A	\$2,000	\$1,000	\$500
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For this event, you'll attempt to score points by throwing your driver at a giant dart board. The more points you score, the more cash you'll earn. You'll want to launch for height, so hold the nitro

button until the bar fills completely before letting go. The panels near the center of the dart board are worth more points than the ones along the outside edges.



Clown

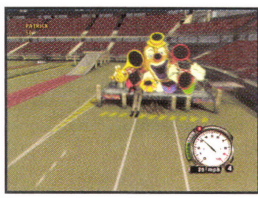
Location	Laps	1st Place	2nd Place	3rd Place
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Grand Slam Stadium	N/A	N/A	N/A	N/A
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Unlike the other events here, Clown will pay you cash rewards for hitting certain areas on a giant, clown-headed board. You don't want much height on your launch for this one, as anything more than about a quarter of the bar will result in over-

shooting the board entirely. Beyond that, slight variation in your heading to the right or left will result in hitting different target holes on the board. Try to hit the smaller openings—they're worth more than the larger ones.



Finchley Challenge

Location	Laps	1st Place	2nd Place	3rd Place
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Finchley Forest	3	\$4,000	\$2,000	\$1,000
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Here's the toughest Finchley Forest course in the game. The northern section of track is a series of zig-zagging turns, ten of them in rapid succession. Tires line the track on many of these turns, and after one or two laps you'll have to contend with them scattered all over the

road, threatening to slow you down or cause a spinout. Save the nitro for either the western section of road, or the start of the southern section. Both run straight and are great places to pull ahead of the pack before going back into the series of sharp turns.

Gravel Supersmash

Location	Laps	1st Place	2nd Place	3rd Place
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Gravel Mound	4	\$3,000	\$1,500	\$1,000
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The straight road just past the starting line here is the best spot to kick in the nitro—the rest of this course is winding and filled with obstacles. This version of Gravel Mound is absolutely full of things to smash into—there are gravel chutes everywhere, and big lines of

tires along most turns. Take advantage of this fact to build your smash bonus.

Highjump

Location	Laps	300 yds	250 yds	100 yds
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Grand Slam Stadium	N/A	\$1,000	\$500	\$300
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For this event, you'll be launching your driver for height. The key here is to actually jump your car into the air off the ramp, and wait a second before launching (with a full bar for height). Be sure your car is aiming straight

when you drive up the launch ramp and you should be getting close to 100 yd on each of your three attempts. A combined score of at least 300 yds will net you \$1,000 each time you run this event, making it an easy way to earn cash for new cars and upgrades.



Bowling

Location	Laps	25 pts	20 pts	10 pts
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Grand Slam Stadium	N/A	\$1,500	\$700	\$300
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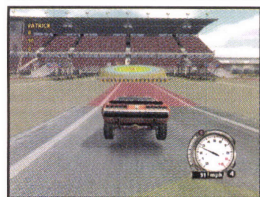
You'll get three throws to knock down pins in this event. The total number of pins knocked over by your thrown driver determines your winnings. You'll want a low release angle for this event to ensure maximum distance, and angling your car just slightly to the right or left of

center will result in hitting more pins than you'd get if you aim straight down the middle (as in actual bowling). The top score of 25 pins is an average of 8.33 pins per attempt, so you'll need to be nearly perfect with your aim, release angle and distance each time to get the big money.



Bullseye

Location	Laps	250 pts	200 pts	100 pts
Grand Slam Stadium	N/A	\$1,500	\$700	\$300



A high release angle and straight shot are the keys to hitting the bullseye here for the highest possible score. Try for the maximum height on your release angle so your driver doesn't roll too far on landing, overshooting the target.

The red circle scores the most points and it's dead center in the target, so if your aim is off at all to the left or right you'll miss it. Keeping your car aimed straight before launch is fundamental here.



Demolition Dash

Location	Laps	3:00	5:00	7:00
Demolition Arena	N/A	\$800	\$400	\$200



The demolition arena pits you against other drivers in a vehicular battle to the finish—the last car still operating wins. Build up speed and slam into the other cars for maximum damage. One great way to

knock out other cars in this event is to push them up the curved wall so that they flip over and fall back down—you'll do huge damage to them this way, if not destroy them outright!



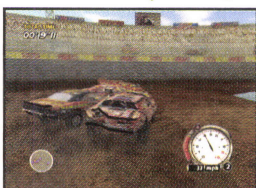
Super Mud Mayhem

Location	Laps	3:00	4:00	6:00
Demolition Arena	N/A	\$1,000	\$500	\$300



This event fills the demolition arena with mud and water, and adds some small hills as well. This makes the ground quite slippery, and your car tougher to control. On top of this, the minimum

time needed to pull in some cash for this event has been decreased from the first arena event, so you'll need to operate efficiently to destroy the other cars within the time limit.



Demolition Sandpit

Location	Laps	3:00	4:00	6:00
Demolition Arena	N/A	\$2,000	\$1,000	\$500



As the event name implies, a huge sand pit is added to the arena this time out. The raised rim of the pit gives you more ways to flip over the other cars and cause maximum damage, while the abundance of tires in the pit

will mess with your control and handling, making it very treacherous terrain. You can take the fight out of the pit if you need better control or want to try to stay away from the other competitors for awhile.



Circle of Eight

Location	Laps	1st Place	2nd Place	3rd Place
Super Mud Bowl	5	\$800	\$400	\$200



The Super Mud Bowl tracks are designed to keep all of the racers in close proximity, constantly bumping each other while jostling for position. To this end, they are very short, winding courses—this one is a simple figure eight with two jumps. Try to knock other cars out of position

going into the jumps and they'll have a hard time staying on the track when they land on the other side.

Super Roundabout

Location	Laps	1st Place	2nd Place	3rd Place
Super Mud Bowl	8	\$1,500	\$800	\$500



This course is *FlatOut*'s version of NASCAR—an oval track with almost no obstacles (although you'll still find the ubiquitous tires lining some of the corners, and some construction stands and equipment along the inside track). It's small enough so that you're nearly constantly turning,

but if you can pull ahead of the pack, this is not a hard race to win. And since these Super Mud Bowl races give you smash bonus cash as well, you should aim for some of those tires and other obstacles early on to increase your payout.

Crashalley Run

Location	Laps	1st Place	2nd Place	3rd Place
Super Mud Bowl	5	\$2,000	\$1,000	\$70



This race consists of a long straight section of very bumpy road that runs in both directions, bookended by sharp turnarounds. The middle section, where eventually there will be cars driving in both directions, is incredibly dangerous—crashes are frequent and epic here. If you want to

win the race, try to stay on your side of the road and you might avoid most of the crashes. Bumping other vehicles into the path of oncoming traffic is highly recommended and a great way to stay in the lead—just be careful not to collide with the wrecks you created on your way back around the track!

FLATOUT CHEATIN'

If you're having any trouble, check our *PlayStation 2 Tips* or *Xbox Tips* section for some *FlatOut* cheat codes.



Killer 7™



Strategy Guide
by Jimmy
Hernandez

PS2 STRATEGY
GAMECUBE

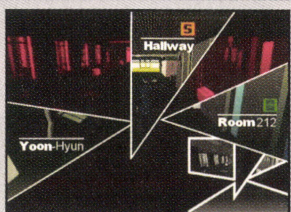
In contrast to its highly stylized and neo-noir visual appeal, *Killer 7*'s gameplay is very straightforward—literally. The entire game takes place “on rails” where the playable characters are limited to running back and forth between points called Junctions. Solving puzzles and figuring out boss strategies are the key elements of *Killer 7*, so they will make up the basic components of this strategy guide.

Angel



Duplicators continue to spawn Heaven Smiles until you destroy the yellow membrane. Use Dan's Charge shot to destroy the Duplicator. If you're running low on blood, continue to destroy each spawned Heaven Smile until you are fully replenished. Once you destroy the duplicator, Travis will appear and give you a Soul Shell.

Yoon-Hyun will offer you more specific clues to a puzzle, but for a small price. The first time you talk to him, he'll give you a vague clue to the current puzzle. If you have enough Thick blood, talk to him again and he'll give you a more specific clue.



When you first enter Room 212, a number will appear below each candle. You'll need to light the candles in a specific order...but first, you must obtain the Fire Ring from the Laundry Room. (Simply turn off the dryer and Susie will give it to you.) Once you acquire the

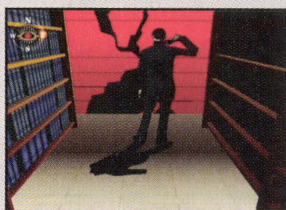
Fire Ring, you'll have to come back to Room 212 and light the candles in the following order: 2, 1, 4, 5, 3

Sunset

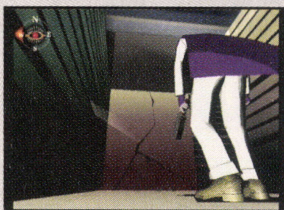
You'll need the Water Ring to bring the cherry blossoms to full bloom. After talking to Travis, change into Coyote and use his super jumping ability to climb onto the roof and locate the Water Ring. Now return to the Guest Room and use the Water Ring on the picture to receive an Odd Engraving.



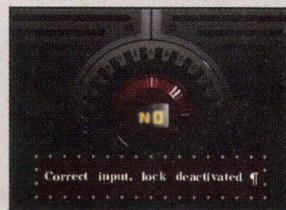
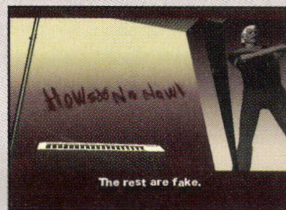
After talking to Iwazaru, switch to Mask de Smith to break down the lumber barrier.



You'll need to obtain both Odd Engravings before you can reach this barrier in the Library. You'll find them in Room 212 and the Laundry room, respectively. (Note: You must use the Fire Ring to set off the sprinkler system in the Bathroom in order for the Odd Engraving to appear in the Laundry room.) Once you obtain both Odd Engravings, head over to the Library and place them in the Control Panel. The row of bookshelves will slide open, revealing multiple Junctions.

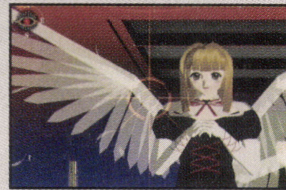


Once on the fourth floor, you'll need enough thick blood in order to use the special moves of Mask and Kaede. Continue to kill Heaven Smiles until you are fully replenished.



Use Kaede's absorbing blood ability to reveal the real letters “N” and “O.” Now go to the Boiler room and input this password.

The level boss is pretty straightforward: Wait for her to shoot her flames, then run around until her back is exposed. Shoot all four faces on her back until she dies.



There are four houses located in this area. Each contains the exact same sliding door patterns. Close the sliding doors in the following order to lower the Bridge:

- 1) Black Warrior North House
- 2) Azure Dragon East House
- 3) White Tiger West House
- 4) Red Phoenix South House



Sunset *continued*

You can defeat Julia Kisugi easily by switching to Con Smith and continuously shooting her until time expires.



At the start of Sunset Part 2, you'll come across a car with the letters: "BTJ CSC WVTS." Each three-letter abbreviation represents the order in which you must select the beverages at the vending machine:

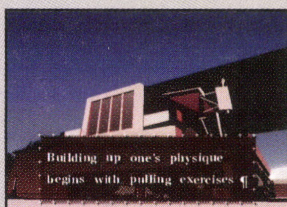


- 1) Bloody Tomato Juice
- 2) Creamy Southern Coffee
- 3) Wild Vegetable Tempura Soup

If you've selected the beverages in the correct order, a secret passageway will appear.

Cloudman

Switch to Mask to move the tanker truck and obtain the Stamina Ring. Next, talk to Travis and take note of the word on his t-shirt: "HUSTLE." Later on, you'll need to enter this as the Gate password.



Switch to Coyote to enter each rooftop entrance. Only two addresses contain items:

- At the 210 address, use the Water ring on the Vase to obtain an Odd Engraving.
- At the 206 address, switch to Kaede to absorb the blood on the

wall and reveal the Ulmeyda Collection: President's Collection: 12

The remaining addresses have a multitude of Heaven Smiles that you can choose to avoid.

Before you can enter First Life, you must answer a series of questions based on the seven billboards located on the Mountain Path.



1. How many people appear with Ulmeyda?

Answer: 3



There is a series of gambling-related puzzles that you must solve in order to progress. Below are the answers to each puzzle:

- Eliminate the 9 of Spades to make a Royal Straight Flush
- Predict the finish of the horse race as follows: 1, 4, 3, 7, 6, 2, 5
- Roll the dice until you roll a Snake eyes



Kurahashi and Akiba will represent your first real boss challenge, since there are two phases you must deal with. First, shoot Akiba's tie, then wait for Kurahashi to re-adjust his tie. During this sequence, shoot Kurahashi's brain while it's exposed. Once you've killed Kurahashi, Akiba's firing pattern will change to a multi-brain shot. Dodge the brains, then use Kaede to shoot his exposed brain until he's dead.



2. How many continents are illustrated with the "World Peace" billboard?

Answer: 4

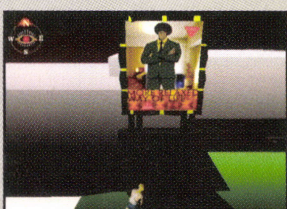


3. What color is his 'fro in the "Financial Reform" billboard?

Answer: Purple

4. What did it say on his shirt?

Answer: Texas Bronco



7. What's the chairman wearing in the billboard "More Relaxed Way of Life"?

Answer: Suit



5. Which billboard spelled his name "Urmeyda"?

Answer: A Perfect City

6. This question is # what??

Answer: 6

Encounter

Upgrade Mask's abilities to at least Level 4. Once upgraded, shoot the door down with a normal blast shot.



The ISZK String Quartet building houses four Cinema halls. Search the following Cinema halls to find significant clues:

- **Cinema 4:** Switch to Mask DE Smith and break down the barrier, using your weapon to obtain the Treasure Chest. You will become the "Main Event."
- **Cinema 2:** Use the multi-headed Duplicator to build up your thick blood supply until you have enough blood to build up Mask DE Smith's Power Skill to Level 4.
- **Cinema 1:** Use Coyote to unlock the Treasure Chest and obtain the Time Ring

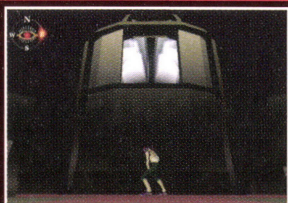
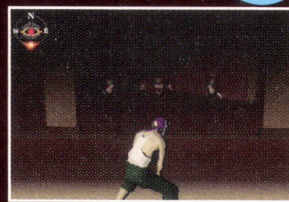


Encounter *continued*

You're instructed to shoot the mice inside the holes. Instead, switch to Mask and blast the entire cheese block to easily destroy it.

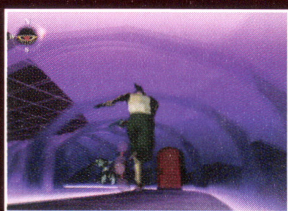


After crossing the bridge, you'll come to a room with toy gorilla targets. Use any personality to shoot the ones in the foreground, then switch to Kaede to shoot the gorillas in the very far background.



You must enter through the correct door in order to reach the Inner Ring. Simply enter each door with the side profile picture above it until you reach the Inner Ring. Once you exit the Inner Ring, switch to Coyote and jump to the room above where Travis is located and you'll receive a Soul Shell.

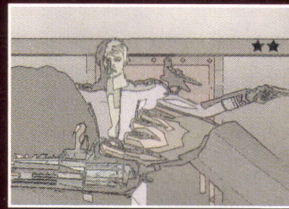
Now you're trapped in circular hallway until you can be the Ceramic Smile. Don't panic! Switch to Kaede, then turn around and wait for the Ceramic Smile to face you. Once he spots you, he'll attempt to turn around. Quickly shoot his exposed head to kill him.



Before you fight Ayame Blackburn, make sure all of Dan's abilities are at Level 4 if you want to defeat her quickly. Simply stand in one spot and wait for her to run into your vicinity. Because of her sonic speed, you must time your shot correctly. Shoot her approximately six times to defeat her.

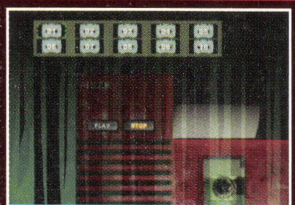
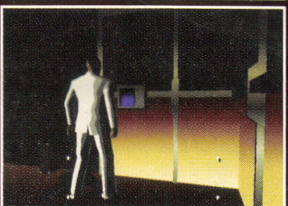
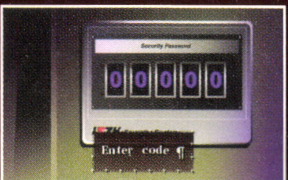


Unlike the previous boss battles, you're completely stationary when you're fighting Curtis Blackburn. Wait for the pigeon to fly off his shoulder, then shoot Curtis. If you try to shoot him at any time before the pigeon flies off, Curtis will shoot you first.



Smile

The first security code can be found in the Courier memo: 55549. The second security code can be found on one of the cassette tapes scattered throughout the level: 72712. Now you're presented with a Fingerprint I.D. Terminal. Switch to Garcian and open up the safe to reveal an Odd Engraving. Now take this Odd Engraving back to the Terminal inside the Data Room.



You'll need to find ten cassette tapes scattered throughout various locations in the level. These tapes provide keywords which you'll need to input into the Terminal near the end of the level.



The Control Panel in the Data room requires you to enter a four-digit number. Each number contains a symbol above that corresponds with the giant robot posters in the hallway outside of the Data Room. First, match the color and the symbol of the outside posters to the children's crayon drawings, then count the number of robots on each crayon drawing. Your final number should be 3576. Enter this into the Control Panel to reveal Travis.

Alter Ego

Switch to the Mask to pick up the Barrels and receive some more color samples. Oddly enough, this will be one of the rare occasions when you are not directly given color samples. Most of the color samples will be given to you by Iwazaru.



You'll need Con's sonar ears to see the sonic wave vibrations. Travel through the correct corridors until you reach the Church Front.

The final showdown in this area isn't really a boss battle. It's more of a scripted event in which you must battle each Alter Ego. Simply shoot your opponent to complete the level.

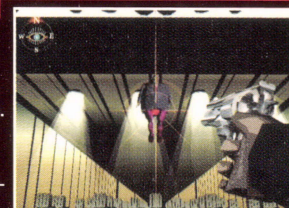


Place the Odd Engraving in the Terminal, then use the Vision Ring to view the Terminal interface. Now you must answer nine questions, the answers to which are found on the various cassette tapes. Below is the list of answers:

Surname	Parkreiner
Student I.D.	00480158
Birthplace	Alabama
Birthdate	11/22/1942
Blood Type	B
Father's name	Michael
Mother's name	Katharine
Date of death	04/28/1952
SS #	EAGLE



The final boss battle is fairly simple: Shoot both hands alternately. When he swings his left hand, shoot his right hand and vice versa. The goal is shoot him enough times until he reaches his maximum swinging width. Once this occurs, his trousers come off and his body will be exposed. Continue to shoot his body until he's dead.



RIVIERA

THE PROMISED LAND



Riviera is a classic turn-based RPG that is laid out in a fashion similar to a board game. Each game screen represents one panel on the board, and your party moves one panel at a time. Though this sounds linear, it is possible to move in multiple directions from one panel, and not just in the four compass directions; you can jump off ledges and into wells or climb onto roofs. A mini-map in the top left of the screen shows you how each panel is linked.

Look Mode and Move Mode



While on a game panel, you can switch between Move Mode and Look Mode. In

Look Mode, items and terrain conditions you couldn't see earlier become visible. You can inspect their identifying labels more closely by pressing their assigned directional button, known as a "Trigger Icon." When the Trigger Icons are red, it costs one Trigger Point to inspect it. These are earned by fighting well in battles. After an item or terrain condition has been identified in Look Mode, you can then switch back to Move Mode in order to interact with it.

Action Trigger

Occasionally, Ein will activate an "Action Trigger" (AT) mini-game. Chests with arrow, poison or explosive traps all start an AT mini-game if you try to open them. These vary from rapid button-pushing to inputting a series of buttons in a limited time span. If suc-



cessful, you'll gain additional points for the chapter. If you fail, you'll take damage and you might lose the chance to get an item.

Practice Mode



Near the end of the second chapter, you get the option to train in Practice Mode. This is

the best place to level up your characters, because your items don't decrease in number no matter how many times you use them, and you can also gain items. Also, since characters can only level up once they master a weapon/item (which requires using them in battle multiple times), it's impossible to get through the game without spending a lot of time practicing.

OverSkill

During battle, an OverDrive meter in the upper left corner fills up whenever you give or receive damage. It has three tiers: When it's at Level 1, characters can perform a Level 1 OverSkill attack, etc. Ein and Ledah can perform Exe-



cution Level OverSkill attacks, but doing so will break the OverDrive meter so no more OverSkill attacks can be done. You learn OverSkill attacks by mastering weapons, which you should do during Practice Mode (this becomes available late in Chapter 2). Note that not all weapons can be mastered by all characters, and only characters using their specialty weapon can perform a Level 3 OverSkill attack with it.

Relationships



There are five female characters Ein can establish a relationship with: Cierra, the intelligent

but air-headed witch; Fia, the mature and thoughtful one; Lina, the young and playful one; Serene, the headstrong and willful one; and Rose, Ein's familiar. Whenever Ein says something that pleases one of the girls, a heart icon will appear over her head. If he says something to displease her, a broken-heart icon will appear instead. You can check the status of how the girls feel about Ein by opening up their status screen. A chat bubble next to the girl's picture shows how they currently feel. From best to worst, the icons are: star, heart, musical note, ellipsis, sweat drop. Check the Relationship Chart on page 92 for more details.

QUICK WALKTHROUGH

The following walkthrough shows the fastest way to get through each chapter, ignoring items and side areas.

HEAVEN'S GATE: Road to the Promised Land

Chapter 1: Angelic Advent

1-1 Angel's Memorial

- Battle: Unleashed Beast (1,500 pts.)
- Go right.
- Go right.
- Battle: Snarling Demons (1,500 pts.)
- Go back. (You'll automatically go right immediately afterwards.)
- Look at the cliff, then drop down.



1-2 Skywalk

- Go right.
- Battle: Savage Demon (1,500 pts.)
- Cross the pillar
- Go right.
- Go right.

1-3 Stairway of Judgment

- Go right.
- Battle: Tiny Magician (1,500 pts.)
- Go right.

1-4 Cavern of Judgment

- Go right.
- Battle: Soul Hunter (2,500 pts.)
- Go right.
- Go right.

1-5 Heaven's Scale

- Pull the sword out of the ground.
- Look at the ledge and jump.
- Battle: Boulder Dragon (7,500 pts.)



Use the Dragon Killer sword for an easier battle.

- Miss the ledge.



1-6 Stone Lattice

- Go right.
- Cross the chains.
- Battle: Wind Splitter (4,000 pts.)
- Go right.
- Go right.

1-7 Remote Sanctuary

- Go right.
- Battle: Beauty and the Wyvern (4,000 pts.)
- Go right.
- Go right.

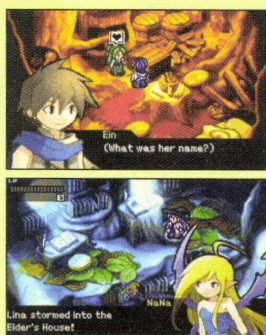
1-8 Gate to Riviera

- Go right.
- Go right.
- Boss Battle: Aghart, The Holy Beast** (12,000 pts.)
Raise Ein's fire resistance by using the Fire Orb. Keep hitting Aghart with Ein's Double Slash Over Skill until its health is reduced to around 1,000 HP. Finish it off with Leda's Execution Skill Lost Seraph.



Elendia

- Go up to Lina's room.
- Look at the book and save your game.
- Talk to Lina.
- Go back down to Fia's room.
- Talk to the Girl in Green (Fia).
- Go to the Crystal Caverns
 - Talk to the Witch (Soala), in the back room of the Magic Guild.
 - Talk to the Fairy (NaNa), in the back room of the Magic Guild, two times in non-consecutive order. She'll tell you that Lina went to the Elder's House.



- Go to Lina & Fia's House. Talk to the Fairy (Coco) and she'll tell you where to find the Elder's House. Exit and it will be in the list of locations you can visit in Elendia.
- Go to the Elders' House.
- Go to Crystal Caverns
 - Go to the Magic Guild.
 - Talk to Soala.
 - Go back to Ritz's screen.
 - Go right.



LACRIMA CASTLE: The Castle Bathed in Moonlight

Chapter 2: Pursuit of Truth

2-1 Wilhelm Bluff

- Go right.
- Battle: Demon Shrub (1,000 pts.)
- Go right.
- Go right.

2-2 Shadow Bridge

- Go right.
- Go right.
- Battle: Gatekeepers (1,500 pts.)
- Go right.

2-3 Moonlit Garden

- Hide successfully from the guard or fight him.
- Go right.
- Battle: Wandering Beast (1,500 pts.)
- Go right.
- Battle:
- Go right.



2-4 Sentry Tower

- Go right.
- Sub-Boss Battle: Jet Black Wind** (4,000 pts.)
After a few seconds, he'll blow you into the next area.



2-5 Connecting Bridge

- Battle: Shadow Dwellers (1,000 pts.)
- Drop down.

2-3 Back @ Moonlit Garden

- Go back.
- Go right.
- Go right.

2-4 Back @ Sentry Tower

- If you left the Bones alone before, then there's a battle.
- Go right.
- Sub-Boss Battle (Final): Jet Black Wind** (4,000 pts.)

Whenever Jet Black Wind's Rage meter maxes out, he'll blow you back into the Moonlit Garden. Use the Dragon Killer to cause significant damage. The amount of damage you cause during each encounter is saved, so each time you climb back up to fight him his health will be a little lower. If you're having any trouble, you should Skill Up your characters in Practice Mode.

- Go right.
- Go right.



2-5 Back @ Connecting Bridge

- Go right.
- Battle: Runt Squad (1,000 pts.)
- Look below and drop down.
- Battle: Midnight Bats (1,500 pts.)
- Go right.
- Look at the roof to avoid cracked tiles.
- Drop down.

2-6 Castle Chambers

- Go right.
- Battle: Bolio's Necro Team (3,000 pts.)
- Go right.
- Go right.

2-7 Moonlit Courtyard

- Go right.
- Battle: Courtyard Guard Dog (2,000 pts.)
- Go right.
- Look above and watch a cutscene.
- Sub-Boss Battle: Black-Winged Woman** (5,000 pts.)
After the battle, Serene will join your party, and you automatically go to the next area.



2-8 The Sealed Tower

- Battle: Castle Wanderers (1,000 pts.)
- Go right.
- Look for the Torch Stand and light it if you can.
- Go right. Each hit from a fireball reduces the party's max HP by 5%. Try to dodge them all if you can.
- Go right.
- Go right.
- Look at the Lithograph.
- Sub-Boss Battle: Isher (The Accursed)** (8,000 pts.)
At the beginning of the battle, have all your characters use Einherjar so you don't waste items. Isher has a shield that makes it impossible to hurt him much. When the party's health is low, Ursula will unlock Ein's hidden powers, and Isher's shield will be destroyed. Now you can damage him. Isher is vulnerable to holy and magic attacks. Make sure your party members have at least mastered their specialty weapons.



Elendia

- When you want to move to the next stage, just go to the Elder's House.
 - When revisiting Elendia, the people say new things and might give you items.



NELDE: Ancient Ruins Deep In the Forest

Chapter 3: The Accursed

3-1 Wiese Forest

- Go right.
- Go right.
- Battle: Marsh Haunts (1,000 pts.)
- Go right.

3-2 Tree Ruins

- Go right.
- Battle: Sleeping Ape (2,000 pts.)

Look at the Sleeping Beast and sneak past him. (If Serene tripped in the previous panel, you'll have to fight him.)

- Go right.
- Go right.



3-3 Treetop Ruins

- Go right.
- Go right.
- Go right (but find the door is sealed).
- Look at the door two times; the second time Ein starts to ram it.
- Look at the feather.
- Walk on the branch.



3-4 Pelga Nests

- Watch a cutscene where you meet Cierra.



3-1 Back @ Wiese Forest

- Go back.
 - If you choose to go right instead, you'll end up in the Lost Forest maze.

The sign is a clue for how to get out. You need to visit the seasons in



the order they're printed on the sign. Each season is assigned to a different compass direction, and the assignments change on every screen, so you have to recheck the signs each time. After you go through one cycle of seasons, the sign will flash and the order of seasons will change. Complete the second cycle and then you'll escape the forest.

- Cycle 1: Go down, right, up and left.
- Cycle 2: Go left, down, up, down, up.

- Go right.

3-2 Back @ Tree Ruins

- Go right.
- Battle: Melissa Again (2,500 pts.)
- Go right.
- Go right.



3-3 Back @ Treetop Ruins

- Go right.
- Battle: Bunch o' Bullies (2,000 pts.)
- Go right.
- Go right (Cierra will use her magic to unseal the door.)
- Go through the door.
- Look at the item on the floor, and your party will fall through the floor into Area 3-5.



3-5 Tree Hollow

- Battle: Harpie Master (2,000 pts.)
- Go right.
- Go right.
- Battle: Crawling Beasts (2,000 pts.)
- Go right.

3-6 Wooden Platforms

- Go right.
- Battle: Descendants of Nelde (3,000 pts.)
- Go right.

3-7 Colony Remains

- Go right.
- Battle: Beast-Master Ludo (2,000 pts.)
- Proceed up.
- Go right.

3-8 The Apex

- Go right.
- Battle: Air Riders (2,000 pts.)
- Climb the ruins.

- To the Apex.
- Boss Battle: Lindwurm, The Heavenly Wyvern (8,000 pts.)

This boss is weak against lightning and fire attacks. Bring along one healing item as well, since Lindwurm can attack multiple party members.



Elendia

- After talking to everyone in town, go to the Elder's House.



TETAYTH: The City of Lost Knowledge

Chapter 4: Sunken Wisdom

4-1 Lake Cavern

- Go right.
- Battle: Squirming Slime (1,000 pts.)
- Go right.
- Go right.



4-2 Sinking Island

- Go right.
- Battle: Water Bug
- Go right.
- Go right.



4-3 Carnea District

- Go right.
- Go right.
- Battle: Rotten Scoundrels (1,000 pts.)
- Look at the Heavy Door.
- Choose Serene to stand on the panel.



- Go right.
 - Open the green-colored chest.
 - Go left.
 - Go left.
 - Climb roof.
 - Battle: Barbarian King (1,500 pts.)
 - Look at the Old door and use the Rusty Key to go through.
 - Battle: Sniper Squad (1,500 pts.)
 - Look in the darkness to find a storage room.
 - Go left.
 - Climb the stairs.
 - Look at the door and use the Crystal Key to go through.
 - Battle: Silver-bell Winds (3,000 pts.)
- This is quite similar to your fight with Jet Black Wind. Try not to get blown away, but if you do, the amount of damage you caused is saved.
- Go right.



4-4 Colosseo

- Go right.
 - Go right.
 - Sub-Boss Battle: The Blue Fool (3,500 pts.)
- The Blue Fool is weak against fire and lightning, but strong against holy and ice. When his Rage meter is high, he performs an ice attack, and when he maxes out, he performs a dark attack, so raise resistance against these if you can. Be sure to bring a healing item into the battle, because his normal physical attack can hit both rows of your party at once.
- Go right.
 - Go up the stairs.
 - Battle: Colossal Warriors (1,000 pts.)
 - Go right.
 - Go outside.
 - Battle: Carnean Bandits (2,500 pts.)
 - Go right.



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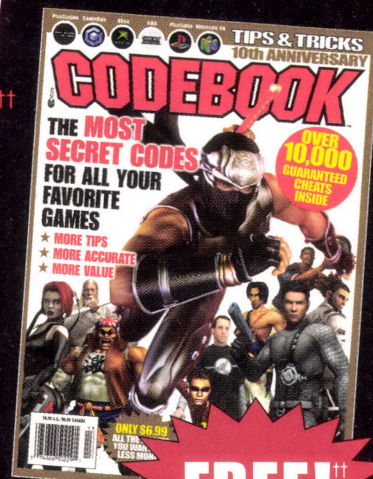
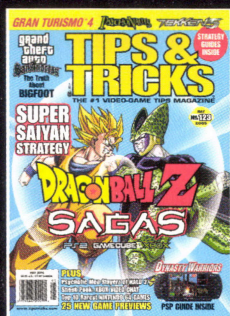
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Chapter 4: Sunken Wisdom continued

4-5 Aura Plateaus

- Go right.
- Battle: White Plateau Wyvern (2,000 pts.)
- Go right.
- Go right.

4-6 St. Claremonts

- Go right.
- Go right.
- Battle: Tetythian Robbers (1,500 pts.)
- Climb the roof.
- Go right.
- Battle: Treasure Hunter Z (1,500 pts.)
- Go right.

h. Sub-Boss Battle: Golem ZK-II (2,500 pts.)

Shut down the Golem using the code (up, down, up, right) in the Golem Manual or fight it. The Golem is weak against ice and lightning, but strong against physical attacks.



Include a healing item and put your characters with strong physical defense in the front line.



4-7 Mizel Bridge

- Go right.
- Sub-Boss: Red Sage** (4,000 pts.) She fights like the Blue Fool, but she is much stronger and has the opposite strengths and weaknesses. She is strong against fire and holy, and weak against ice and lightning.
- Go right.



4-8 Flaybell Cathedral

- Go right.
- Battle: Elemental (1,500 pts.)
- Go right.
- Go right.
- Boss Battle: Archangel (The Fallen Angel)** (8,000 pts.)

The Archangel has high magic defense and weak physical defense. Use the items that cause physical damage. If you have a Power Wrist, equip it to cause even more damage.



Elendia

When you're ready to leave, go to the Elder's House.

MIRENO: The Cemetery of Lurking Evil

Chapter 5: Eternal Beings

5-1 Ghost Town

- Go right.
- Go right.
- Battle: Soul Returner (1,500 pts.)
- Look at the Well and go inside it.

5-2 Pilgrimage Way

- Go right.
- Battle: Hungry Hungry Monsters (1,500 pts.)
- Go right.
- Go right.

5-3 Cemetery Entrance

- Go right.
- Go up through the North Entrance.
- Go right.

5-5 Northern Catacombs

- Go right.
- Go right.
- Look at the Tombstone.
 - Battle: Disciples of Lokin (2,000 pts.)
 - Receive the L. Ank.
- Go left.
- Drop down.
- Go right.
- Look at the Tombstone.
 - Battle: Disciples of Askus (2,000 pts.)
 - Receive the A. Ank.
- Go left.
- Go back up.
- Go left.
- Go left.



5-3 Back @ Cemetery Entrance

- Go back down.
- Go down the South Entrance.
- Go right.

5-6 Southern Catacombs

- Go right.
- Go right.
- Go right.
- Look at the Tombstone.
 - Battle: Disciples of Teula (2,000 pts.)
 - Receive the T Ank.
- Go left.
- Go left.
- Go left.
- Go left.



5-3 Back @ Cemetery Entrance

- Go back up.
- Go right.
- Battle: Cemetery Dwellers (1,500 pts.)
- Go right.
- Go right.

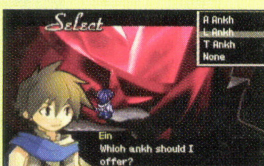
5-4 Underground Lake

- Go right.
- Go left.
- Enter the Red Magic Circle.



5-7 Crystal Sanctuary

- Look at the Red Altar and use the L Ank.
- Exit back out.



5-4 Back @ Underground Lake

- Go right.
- Go down.
- Go right.
- Enter the Yellow Magic Circle.

5-7 Back @ Crystal Sanctuary

- Look at the Yellow Altar and use the T Ank.
- Exit back out.

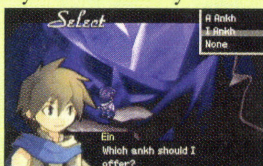


5-4 Back @ Underground Lake

- Go up.
- Go up.
- Enter the Blue Magic Circle.

5-7 Back @ Crystal Sanctuary

- Look at the Blue Altar and use the A Ank.
- Exit back out.



5-4 Back @ Underground Lake

- Go right.
- Go down.
- Go right.
- Go right.

5-8 Pieta

- Go right.
- Battle: Toxic Substances (1,500 pts.)
- Go right.
- Go right.

e. Boss Battle: Death—The Grim Reaper (8,000 pts.)

Death is vulnerable to holy attacks, and occasionally shifts his ice and lightning resistance to fire and dark. It's best to stick with using holy attacks, since the two



S. Elementals in the front lines can also be damaged with them. The S. Elementals are resistant to physical attacks, so use the Einherjar and weapons like the Holy Sabre to quickly defeat this enemy.

Elendia

As always, go to the Elder's House when you're ready to move on.

YGGDRASIL: The Sanctuary of Revered Wisdom

Chapter 6: The Promised Land

6-1 Peseta Everglades

- Go right.
- Go right.
- Battle: Hinderance (1,500 pts.)
- Go right.

6-2 Spiral Stones

- Go right.
- Battle: Cretier Mobile Unit (2,500 pts.)
- Jump to Isolated Rock.
- Go right.

6-3 Manalith Garden

- Go right.
- Battle: Phantasmic Winds (8,000 pts.)
- Go right.
- Go right.

6-4 Eternal Eden

- Look below. Drop down.
- Look at the platforms, then jump and miss on purpose.

6-5 The World Tree

- Go right.
- Battle: Alisha of the Wing (1,500 pts.)
- Go right.
- Battle: Guardians (4,000 pts.)
- Go right.

6-6 Aquarium Springs

- Go right.
- Climb the stairway.
- Battle: Aqua Dog (2,500 pts.)
- Climb the stairway.
- Go right.
- Boss Battle: Ledah—The Solitary Angel** (10,000 pts.)
Ledah is immune to fire attacks and resistant to physical and holy attacks. Raise your fire resistance using a Fire Orb or a Fire Crest if you have them. Attack him using ice and dark attacks.



6-8 Where Wisdom Lies

- Go right.
- Battle: Dragon Master Milia (2,000 pts.)
- Go right.
- Go right.
- Climb the Stairway.
- Boss Battle: Malice—The Devilish Angel** (12,000 pts.)
Malice is weak against fire, but resistant to holy and immune against ice. She's pretty much the flip side of Ledah, in other words. Raise your ice resistance if you can, and attack her with items like the Southern Cross or the Salamander Rod.



Elendia

Go to the Elder's House when you're ready to leave.

MAZE OF SHADOWS: The Labyrinth of Eternal Darkness

Chapter 7: Within the Darkness

7-1 Clemonia Stratum

- Go right.
- Battle: Diabolical Fang (1,000 pts.)
- Go right.
- Go right.

7-2 Ethereal Way

- Go right.
- Battle: The Destroyer (1,500 pts.)
- Go right.
- Battle: Pumpkin Bomber (1,000 pts.)
- Go right.
- Go right.

7-3 Isle of Goriata

- Go right.
- Battle: Heaven Howler (1,500 pts.)
- Go right.
- Go right.

7-4 The Road to Darkness

- Go right.
- Battle: Giant Fortress (3,000 pts.)
- Go right.
- Go right.
- Go right.
- Boss Battle: Malice—The Grim Avenger** (8,000 pts.)
Malice is still carrying wounds from your previous engagement. She is likely to open up with a Rage or Max attack that hits your whole party, so be sure to have a healing item equipped.



7-5 Ruby Tier

- Go right.
- Go up.
- Go right.
- Boss Battle: Dark Aghart—Dark Progenitor I** (5,000 pts.)
He is weak against physical attacks and strong against all the elements. Use anti-air weapons like bows.
- Use the Magic Circle to warp.



7-6 Emerald Tier

- Go right.
- Go down.
- Boss Battle: Dark Isher—Dark Progenitor II** (5,000 pts.)
Dark Isher is strong against physical attacks and weak against magic. Just like Dark Aghart, he's also weak against anti-air weapons.
- Use the Magic Circle to warp.



7-7 Sapphire Tier

- Go right.
- Boss Battle: Dark Lindwurm—Dark Progenitor III** (5,000 pts.)

Lindwurm is resistant to physical, ice and holy attacks, while being weak against fire, lightning and anti-air attacks.



7-5 Back @ Ruby Tier

- Go right.
- Go right.
- Boss Battle: Darkangel—Dark Progenitor IV** (5,000 pts.)
Darkangel is resistant to magic, but weak against physical attacks. She has strong lightning-based magic attacks, so boost up your resistance if possible.
- Use the Magic Circle to warp.



7-6 Back @ Emerald Tier

- Go right.
- Boss Battle: Dark Death—Dark Progenitor V** (5,000 pts.)
He is very vulnerable to holy-based attacks, so Einherjar will serve you well. Try fire-based weapons and magic as well.
- Use the Magic Circle to warp.



continued

Chapter 7: Within the Darkness continued

7-7 Back @ Sapphire Tier

- Go down.
- Go right.
- Boss Battle: Hector—The Traitorous Magus** (10,000 pts.)

Hector changes his elemental properties throughout the battle. If you attack him at the wrong time, he might absorb the magic as health, so watch him carefully.



- Pursue Hector through the Magic Circle.

7-8 Summit of the Gods

- Go right.
- Go right.
- Final Boss Battle: Seth-Rah—The Holy Demon** (12,000 pts.)

Occasionally Seth-Rah will metamorphose to change abilities, which means his weaknesses will also change. Start out using holy-based attacks, and switch it up once he starts the transformations.

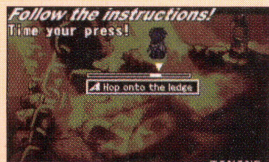


HIDDEN AREAS

In every chapter, there is a hidden ninth area. Entering these areas can yield some nice items, but they are not essential to the completion of the game.

Chapter 1-9

Entrance: 1-5



After the Boulder Dragon fight, successfully jump to the ledge.

Chapter 2-9

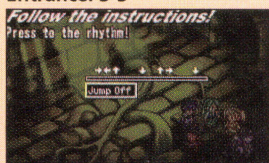
Entrance: 2-5



Keep going east, and look at the chest at the end of the map.

Chapter 3-9

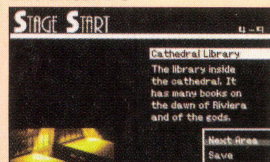
Entrance: 3-3



Avoid the collapsing floor behind the magic door.

Chapter 4-9

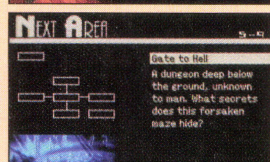
Entrance: 4-8



Successfully jump down at the second panel of the map. You have to make it up here before the area below is flooded, or it won't be accessible.

Chapter 5-9

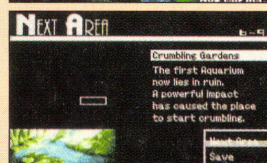
Entrance: 5-4



Successfully move the Black Boulder located between the Yellow and Blue Magic Circles. (Correctly solve the Red and Yellow Ankh puzzles, then incorrectly solve the Blue one by putting one of the extraneous ankhs in it. Go back down and the boulder will appear in the area between the Blue and Yellow Magic Circles.)

Chapter 6-9

Entrance: 6-4



At the start of the map, follow this path: right, right, jump down, left, left.

Chapter 7-9

Entrance: 7-3



Bomb the crack in the second panel of the map by looking at it twice. (Get a bomb from the Bomber Kid fight in 7-2 by defeating the Bomber Kid last with an S Ranking. Also, you must not let the Bomber Kid perform his Rage Max move or the crack won't appear.)

ENDINGS

There are six possible endings to the game, and they all depend on your relationships with the other party members. Ein's actions and dialogue during the game will positively or negatively influence the other character's opinions of him. You'll get the Lina ending if she's the one who likes you most at the end of the game, etc. Rose has two endings: one where no one else likes Ein, or one where Cierra likes him, but not enough for you to get her ending. The female characters have two hidden stats: trust and mood. During the game, Ein may be given a choice of dialogue or action, and depending on what he says or does, the other characters' trust in him will increase or decrease. This is done quite obviously, with a "ping" sound and an icon of a heart appearing over the heads of characters whose trust is increasing, and a "pow" sound and the icon of a broken heart appearing over the heads of characters whose trust is decreasing. Mood is indicated during battle, usually with a musical note appearing over their heads if they get to deliver the final blow in battle. You'll find a complete chart that details how Ein's choices affect the other characters' moods on page 92.



EXTRA CONTENT

From the main menu, you can choose to look at extra content.

1. CG

Collection:

Find the Album in the Silver Palace, Area 1-9.

2. Item

Manual: Get it from Claude (the Dryad in Elendia's Magic Guild) after telling him about the ancient words in Lacrima Castle.

3. Sound Test: Get the Music Sheet from a floating bottle in Tetyth.

4. High Score: Get the Valdes Scripture from the Cathedral Library, Area 4-9.

5. Face Collection: Get the Magic Mirror in Yggdrasil.

6. Voice Collection: Get it from Reiche (in Elendia's Grove of Repose).

7. Bonus Chapter: Get the Key to Hell by defeating the Zombie Dragon in Mierno Cemetery.

After you defeat Hades and have the Divine Scripture, go to Undine Spring in Elendia and dig in the soft ground five times. You'll unearth the weapon, Fanelia, which has an attack value of 999.



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grand theft auto™

Vol.
8

The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. This month, we're opening the mailbag and taking a look at some of your comments and suggestions.

Letters to the Editor

Grand Theft Hard Core

Great magazine, people! Anyway, I've got some ideas for *The San Andreas Chronicle*. Remember your *Hard Core* column where people would send in their core designs for *Armored Core*? Well, they could do the same with this. Have the readers send in their custom car designs, and maybe their accessories and clothes.

Also, you could show how to get gold medals at the different schools. Or maybe where all the different items are, like the clams, flowers and horseshoes. I'm just giving you the ideas. You do whatever you want. Have fun!

—Mike Link
St. Clair Shores, MI



CJ poses with his heavily modified attack chopper/station wagon design.

You've got some good ideas in there, Mike. I'd like to see how different players are outfitting CJ, although I'd go further than just clothes and accessories. It would also be interesting to see the direction people are taking with CJ's personal appearance, i.e. making him fat, skinny, average or well-muscled. I think it would be neat to see the total package that players are coming up with for their characters, but the problem is that we don't have a reliable, easy way for players to send in their data (aside from sending us their expensive memory cards).

We probably will cover the different schools (driving, boating and flying) in greater detail in the near future and explain how to excel at each of their courses.

The End?

I think you should stop it right here after one more *Chronicle* [covering] the end of the game! It's helped me a lot! I love you guys, you're awesome!

—David Buchanan
Hubbardston, MI

But David, if we stop now we wouldn't be able to show you all of the stuff you can still do after beating the game. We're glad that you've found the walk-through for the missions helpful, but stick around; we've got lots more cool things to talk about.

CJ Speaks

I have a couple of suggestions for *The San Andreas Chronicle*. One is that you put all the cheats for *San Andreas* in the *Chronicle*. Another is to name all the girlfriends, where you could find them and the best place to take them for dates and what they do for you. Well, those are my suggestions. Thanks for taking the time to read them.

—CJ Sanford
Galt, CA

CJ, you'll be happy to know that covering the dating possibilities in *San Andreas* has been on my list of things to include in the *Chronicle* since the beginning. Now that the mission strategies are completed, we'll be moving on to many of the "side opportunities" the game offers. In fact, you can expect to find coverage of Carl Johnson's multitude of potential girlfriends in the very next issue! As for compiling all of the cheats in one place, check out the PlayStation 2 Tips section near the back of the magazine—all of the *San Andreas* cheat codes we've printed in this column are listed there!

Grand Theft Auto Anchorage?

I think you should put strategies on how to sneak into heavily guarded areas without getting caught or killed.

—Joshua Yarrow
Portland, CT

P.S. If you guys come out with a new *Grand Theft Auto*, make sure that you make cheats for snow on the ground, snowplows, snowmobiles and snow blowers.



San Andreas weather calls for a high likelihood of sunshine, with possible scattered rain showers or fog. Chance of snow—zero.

In past columns, during the missions where stealth is a factor, we have included some tips for getting past guards without setting off alarms. Basically, you'll want a quiet weapon like a knife or silenced pistol; you'll need to move while crouching, and you'll have to pay attention to the movement of the guards and sneak up behind them so you don't get spotted.

We know that the folks at Rockstar read this column, so perhaps they'll consider your request for a snow-covered area in an upcoming GTA title. My only question—I understand snowmobiles and snowplows, but what would you do with a snow blower in a GTA game?

Carl Johnson: Fashion Model

A small section of *The San Andreas Chronicle* should have pictures of Carl Johnson dressed in various outfits from different stores. Next to the picture, whatever Carl is wearing should be listed, and below the picture, the name of the style CJ is wearing should be listed. This way readers can make CJ fit their personality.

—David Wojtanowski
Cranston, RI



Head: Hockey Mask (ProLaps). Torso: Blue Hawaiian (Victim). Legs: Jean Shorts (Victim). Shoes: Snake Skin (Victim). We call this look the "Distinguished Sociopath."

That sounds like a good idea, David, and one that we'll most likely put to use in a future edition of the *Chronicle*. We've had the idea of covering CJs clothing options for a long time, and this seems like a fitting way to implement something like that.

Strategy Redux

What you should do to improve *The San Andreas Chronicle* is to let people write some strategy guides about missions that are in the game.

—Jeffrey Lester
Dublin, VA

Well, Jeffrey, the first seven columns have already covered all of the missions in the game, so we won't be revisiting that territory in future editions. However, if players out there have found particularly interesting or elegant solutions to missions, there's a chance that we'll include those at some point in the future.



Here's an alternate strategy that's guaranteed to work in any mission: Drive recklessly in the opposite direction. Wait, did we say "guaranteed to work?" Never mind.

Carl's Big List

- Post all the girlfriends that CJ can have, and ways to speed things up, if you catch my drift.
- List some of the hardest cars to find and steal.
- List the benefits of finishing all of the odd jobs in all the cities.
- Does anything bad happen to CJ if he wins or loses a lot of money in the casinos?
- Can other cars be modified with a cheat?
- Can unlimited armor and ammo be achieved?

Thanks for reading my suggestions. I hope you use what I listed for your column. I'll be waiting for your next issue. Peace.

—Carl Leekity
Zuni, NM

Wow, Carl, you've got a lot of good ideas there. Some of it has appeared in the column already, most notably cheat codes for unlimited ammo and a cheat for limited invulnerability. We'll cover everything you could possibly want to know about dating in San Andreas next month. As far as I know, there's no negative penalty for winning a lot of money in the casinos, but if you borrow a lot from the house and "forget" to pay it back, you'll get chased by mafia thugs.

Two Out of Three Ain't Bad

Hello! My suggestion for *The San Andreas Chronicle* is that you put a list of cars in the game. Or you could give a walkthrough of all the schools in the game, or give a guide on how to get 100% with all of the girlfriends, and the rewards for doing so.

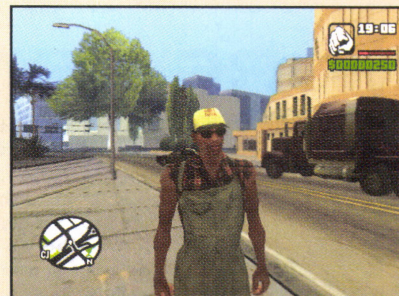
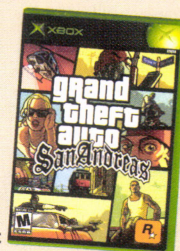
—Tristan S. Jandrew
Lake Havasu, AZ

We probably won't be running a list of all of the cars in the game. The vast majority of vehicles are remarkably similar, varying only in terms of speed and handling but serving exactly the same purpose—getting CJ from point A to point B. However, your other two suggestions—coverage of the schools and dating—will definitely be making an appearance in the near future. Thanks for the input.

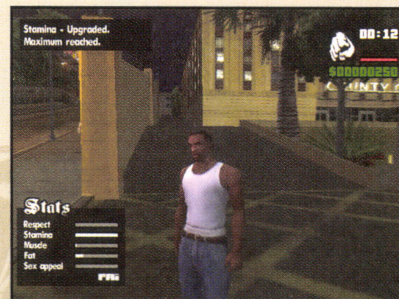
That wraps up this edition of the "Letters to the Editor" section of *The San Andreas Chronicle*. From this initial batch of letters, it's clear that we need to focus future columns on covering the ins and outs of dating, and some in-depth guides on mastering the tests at the driving, boating and flight schools. Look for that coverage in the next couple of issues. Note to the Rockstar staff: Start programming snowshoes and polar bears into your next GTA game. At least one fan demands it!

gta: san andreas xbox codes!

Check out our Xbox Tips section for a complete list of all known cheat codes for the newly-released Xbox version of *Grand Theft Auto: San Andreas*. The codes are almost exactly the same as the PlayStation 2 codes, but there are a few differences:



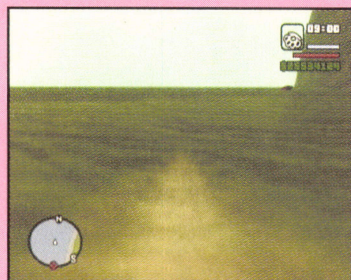
• The "Country Mode" code changes the random vehicles just like it did on the PS2, but it has a new side effect on the Xbox: CJ gets outfitted with this stylish overalls/trucker's cap ensemble.



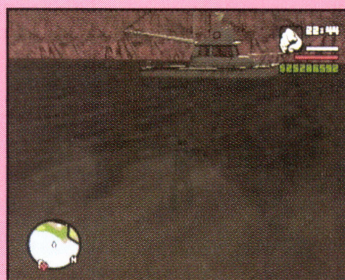
• The PS2 code that equips all of the taxicabs with nitrous and allows them to jump will actually give CJ maximum stamina if you enter it on the Xbox!

San Andreas FUN FACTS

Although the state of San Andreas is meant to closely resemble the geography of California and Nevada, with cities that are analogous to Los Angeles, San Francisco and Las Vegas, there's one huge geographical difference when comparing it to the real-world west coast—San Andreas is an island. Surrounded on all sides by never-ending bodies of water, it would seem that San Andreas actually has more in common geographically with Hawaii. To this end, I set out to find out just how big the island really is—by swimming completely around it and recording the results.



Starting out in the far southwest corner of the map, I swam north, staying roughly 100-200 feet from the shoreline. I used CJ's normal swimming speed



Things I learned while swimming around San Andreas: First, you'll find a wide variety of boats randomly placed in the water,

(only holding **Up** on the analog stick, not tapping **X** to make him go faster as he frequently runs out of energy and has to stop for a few seconds that way). Total swim time to complete the watery circuit? Nearly two hours! I clocked in at 1:54.

far from shore, unmanned. Second, you might occasionally have a dolphin join you for several seconds while swimming! (This seems to be random.) Finally, completing a full lap of San Andreas will radically reduce your Muscle rating while increasing your Stamina and Max. Health ratings.





HALO 2 INSIDER

by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating Xbox Live support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries... and of course, we'll also show you how to become a more lethal online combatant.

Vol. 8

MORE NEW MULTIPLAYER MAPS



One of the best Xbox games got even better on April 25, when *Halo 2* developer Bungie released four new maps for its seminal sci-fi shooter. Last issue we showed you the ins and outs of the two free maps, Warlock and Containment. This issue we're taking you on a tour of the two maps currently available for purchase, Turf and Sanctuary. For just \$5.99, Xbox Live users can download these shiny new *Halo 2* maps and start fragging each other on un-bloodied ground.

You can customize your own match types on these maps like any other, but I'll provide you with a few game variants that work best on each of the two. I've also got overhead maps of both of the two new levels, so study up! Make sure you know all the weapon locations and base areas when you take your game online. Can you get to the Shotgun from the Sniper Rifle? Do you know where the Plasma Pistol is after you grab the Battle Rifle? It's all right here, so keep these maps at your side when you go online until you've memorized every inch of Turf and Sanctuary. Both of these maps are also included in the *Halo 2 Multiplayer Map Pack*, which should be available at game shops by the time you read these words.

Turf

A medium-sized, asymmetrical map located in the heart of Old Mombassa. With plenty of sharp corners and hiding spots, it's easy to ambush the unaware player on this urban map.

Recommended Number of Players: 4-8
 Recommended Game Variants: Team Ball, Territories, Assault, Team Slayer
 Vehicles: M12 Warthog LRV
 Territories: Blue Base Warthog Corner, Red Base Scarab Corner

Map Legend

	Flag
	Activator Switch
	Plasma Pistol
	Battle Rifle
	Sniper Rifle
	Rocket Launcher
	Shotgun
	Carbine
	Energy Sword
	Particle Beam Rifle
	Brute Shot



These walkways can be knocked down with a solid melee hit. Doing so will allow snipers to move freely between the ledges above the main streets, picking off solo members of the enemy forces and giving supporting fire to their teammates.



Grenade-jump across these rooftops (use a plasma grenade; frags bounce too much), then jump up to your right to move into a secluded rooftop hideaway. You can snipe many confused opponents while they try to figure out where you are.



Get used to this corner. Both the shotgun and sniper rifle are located here, so the flow of battle moves to this area quite frequently. Lock it down early in the match and the opposition will have a tough time taking your team down.

Sanctuary

Shaped like an Xbox console (!), Sanctuary is a smaller map set amidst crumbling Forerunner ruins on Delta Halo. The symmetrical layout makes it perfect for some classic CTF matches, but its balanced design holds up just as well during a frantic Slayer match.

Recommended Number of Players: 4-8
Recommended Game Variants: 2 Flag CTF, Assault, Slayer, Team King
Territories: Blue Base Waterfall Temple, Red Base Dry Temple



With the sword so plainly visible from both bases, you can expect some intense in-your-face fighting inside this central structure. Rush the middle at the start of a match to grab the sword and give your team a huge advantage.



These tunnels allow you to sneak into the enemy base while your team distracts the opposition with a frontal assault. If it's still there, grab the shotgun lying just inside the tunnel to clear out any defenders during an attack.



A skilled player can grenade-jump onto the upper edge of the structure shown here. You'll be highly visible, but if you have a Sniper or Battle Rifle, you can provide excellent cover fire as your team moves in on the enemy flag.

HALO 2 WORLD CHAMPION

Microsoft's official double-elimination *Xbox Live* Global *Halo 2* Tournament recently concluded with one amazing gamer being crowned as the *Halo 2* world champion. In the early rounds of the competition, *Halo 2* players met in frantic on-line battles to identify a champion from each of the 24 worldwide regions served by *Xbox Live*. Eventually, the field was narrowed down to the following six global finalists: aimitux (Japan), ii Cabel ii (Australia), King Tuur (Netherlands), L Terry15 L (USA), Il Theos II (France) and Pr0gamer (Germany).

In the final match, the eventual second-place finisher aimitux lost the lead and never reclaimed it, leaving King Tuur (a.k.a. 17-year-old Arthur Vankan, a member of the Dutch "ExCoRiAtE" clan) to be crowned as the *Halo 2* Champion. Yes, of the WORLD. If you see this guy's gamertag pop up on your screen, you'd better be on top of your game, 'cause you may never face a better *Halo 2* player.



SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Publisher: Nintendo

In Stores: November



The most anticipated GameCube game of 2005 finally gets a name—*The Legend of Zelda: Twilight Princess*. As the story begins, Link is working as a ranch hand in Toaru Village, a small, picturesque farming town just outside of Hyrule. Unlike in previous *Zelda* games, Link is already mature and will have access to his horse, Epona, from the get-go (the horse can also be renamed if you so choose). At the ranch, Link will learn the basics (like riding, herding and combat) while taking care of a few tasks for his friendly neighbors. The plot thickens when the town mayor orders Link to attend the Hyrule Summit. As Link leaves town, a girl from Toaru is kidnapped right before his eyes. Even more troubling, the land of Hyrule has been covered by the darkness of the Twilight Realm. To Link's surprise, he suddenly transforms into a wolf when he steps into the dark realm and is soon captured and caged. A mysterious figure named Midna breaks him free and together they try to bring light back to Hyrule. Throughout the game, Link will travel on foot, on horseback or on all fours as a wolf. Link's relationship with animals will play a big part in the game. In addition to Epona, Link will also get help from a hawk and several monkeys. When Link takes his wolf form, he will be able to communicate with other animals to gain more clues. Nintendo promises that *The Legend of Zelda: Twilight Princess* will be a sweeping epic, exceeding the scope of *Ocarina of Time* with more dungeons, weapons, side missions and massive dungeon bosses. With next-generation consoles just around the corner, *The Legend of Zelda: Twilight Princess* could be the last big blockbuster title for the current generation of game systems.

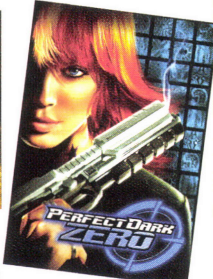
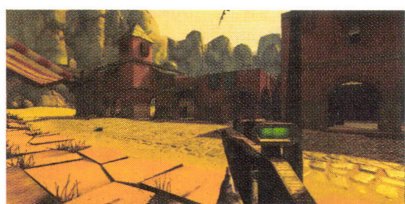
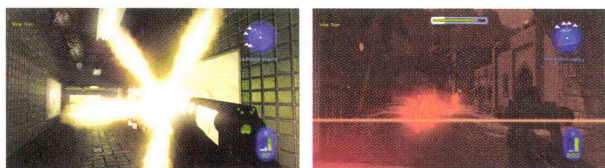




PERFECT DARK ZERO

Publisher: Microsoft

In Stores: 4th Quarter 2005



The developer behind what many gamers consider to be the greatest first-person shooter of all-time, *GoldenEye 007*, is bringing the genre to the Xbox 360 with *Perfect Dark Zero*. As the title indicates, this game is a prequel to *Perfect Dark*, the first-person shooter featuring futuristic female special agent Joanna Dark. Players will be thrust into a sci-fi world of espionage, conspiracy and, of course, cool weapons. In addition to an impressive arsenal, players will also find a wide variety of combat vehicles—ranging from hovercraft to motorcycles and jetpacks—at their disposal. Along with the compelling single-player mode, *Perfect Dark Zero* will also feature online play via Xbox Live.



TONY HAWK'S AMERICAN WASTELAND

Publisher: Activision

In Stores: 4th Quarter 2005



The seventh game in the *Tony Hawk* series, *American Wasteland* is based in Los Angeles; the free-roaming



environment allows you to skate practically anywhere and run any line you wish. Completing in-game events will unlock different areas of the city, and there are dozens of missions to choose from as you skate from one side of L.A. to the other. Environment data constantly streams off the game disc as you play—once you're in the game, there are no load times and you'll never have to exit the game to travel to another part of the city. A new addition is the ability to hop off your board and onto a BMX bike. New multiplayer modes such as a two-player co-op Classic mode are included for both PS2 online and Xbox Live.



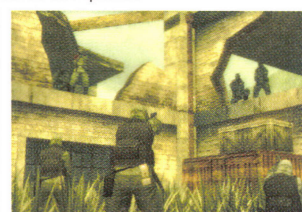
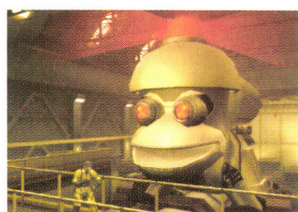
METAL GEAR SOLID 3: SUBSISTENCE

Publisher: Konami

In Stores: November



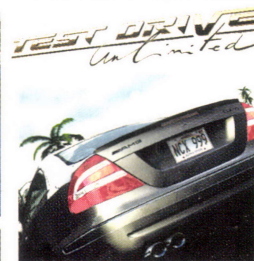
Subsistence is an enhanced version of *Metal Gear Solid 3: Snake Eater* with new features, including several online modes. "Team Battle" lets you engage in a team deathmatch, while "Snake and Enemy" has one player sneak around as Snake while the other players try to hunt him down. The single-player game is the same as *Snake Eater*, but offers a new camera view that lets you see the field from a wider perspective. Other bonuses include additional "Snake vs. Monkey" missions, "Duel Mode" (boss battle mode) and "Demo Theater." Last but not least, *Subsistence* will also include the original versions of *Metal Gear* and *Metal Gear 2: Solid Snake* which were originally released for the Japanese MSX2 computer.



TEST DRIVE UNLIMITED

Publisher: Atari

In Stores: 4th Quarter 2005



Test Drive Unlimited for the Xbox 360 is an all-encompassing driving game set along 1,000 miles of Hawaiian road. The latest game in the long-running series features licensed vehicles from Lamborghini, Ducati, Jaguar and more. The online features include races, challenges, missions, tournaments, clubs, chat, trading, match-making and division-based ranking. Players can use credits earned online to buy new vehicles, parts, homes, garages, apparel and clothes. The garages also serve as your personal showroom. As in previous *Test Drive* titles, the cars feature detailed interiors, right down to the window wipers. Online players will be able to access monthly updates with new vehicles, clothes, etc.; you can also customize characters and vehicles. Sweet!



CRIME LIFE: GANG WARS

Publisher: Konami

In Stores: 4th Quarter 2005



Following in the giant, money-filled footsteps of Rockstar's *Grand Theft Auto* series, *Crime Life: Gang Wars* is an unflinching depiction of brutal street justice and urban warfare. A free-roaming third-person adventure, it takes place in a fictional universe modeled upon the grittier parts of our own. Fighting in championships helps to hone your skills in the field. Celebrity likenesses, voices and original music are provided by members of D12, as well as UK hip-hop artist Doom Man and actor Jason Flemyng (*Lock, Stock and Two Smoking Barrels*, *Snatch*). It's not just a crime spree, however; the mission-based story mode tests your morals and there are consequences for your actions.



DEATH, JR.

Publisher: Konami

In Stores: 3rd Quarter 2005

Death, Jr., (a.k.a. "DJ"), the son of the Grim Reaper, seems like a normal kid, except he's a skeleton and likes to carry around a scythe. His similarly weird misfit



friends (Pandora, a goth girl; Stigmarcha, a nervous bleeder; Seep, a torso in a vat; and Smith and Wesson, intelligent twins conjoined at the head) accidentally unleash the demon Moloch and his minions during a field trip, and DJ has to clean up the mess before his dad finds out. Gameplay is a creative combination of first-person shooting and third-person platform jumping. Weapons like C4 Hamsters, flamethrowers and a lightning gun make up DJ's arsenal. Developer Backbone Entertainment already has plans for *Death, Jr.* comic books, toys and a feature-length movie.



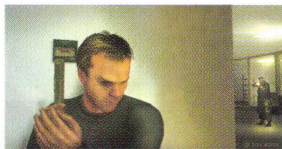
24: THE GAME

Publisher: 2K Games

In Stores: 4th Quarter 2005



If the sight of a digital clock and the familiar "dink, donk, dink, donk" gets your adrenaline pumping, then it's likely you're a fan of the TV show 24. Whether it's a



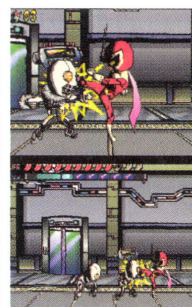
terrorist threat or an attempt on the president's life, Jack Bauer never seems to be able to catch a break, and 2K Games is ready to put you in Jack's shoes. The game is set between seasons two and three of the show, and will reportedly tie up some loose ends between them. Much like the show, the game will be action-packed with car chases, shootouts and interrogations. You'll also watch the story unfold in multi-panel windows, where you see what's happening with multiple characters simultaneously.



VIEWTIFUL JOE DS

Publisher: Capcom

In Stores: October



A sinister group steals the show during an on-location shoot for Captain Blue's latest movie. Along with his sister Jasmine, Viewtiful Joe must reclaim the set and let the show go on! *Viewtiful Joe DS* (working title) introduces a whole new set of VFX powers that can only be performed using the touch screen. Although Joe will not be able to manipulate time like he did in the previous games, he can use the unique features of the DS to reveal solutions to various puzzles. For example, if something gets in your way, you can "split the screen" and move the crowded portion out of the way. You can also bring the top screen down to the lower screen and vice versa, allowing you to easily manipulate objects with your stylus.



DS

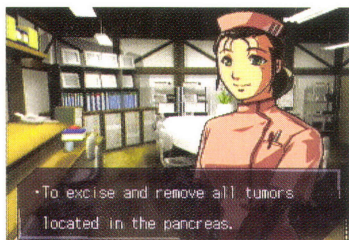
TRAUMA CENTER: UNDER THE KNIFE

Publisher: Atlus

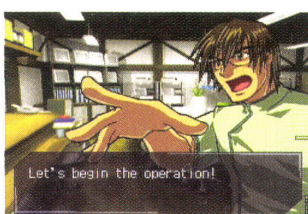
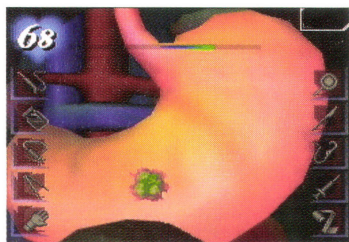
In Stores: 4th Quarter 2005



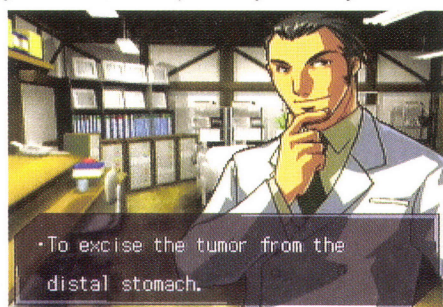
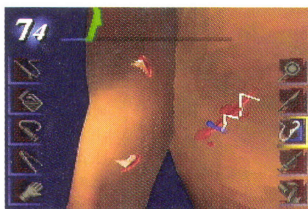
In a bizarre coincidence, two different Nintendo DS games have been announced in which you play as a surgeon, performing operations while experiencing the day-to-day drama of the emergency room. The first, Spike's *Kenshū Tendo Doctor*, was released in Japan in December 2004 but has not been announced for U.S. release. The second, Atlus' *Trauma Center*, is one of the most unique and compelling video games we've played on any system. Between anime-style cutscenes that propel the storyline, you use the touch screen to make incisions, excise tumors, drain bodily fluids, suture wounds, apply bandages and much more. Your patients' lives are in your hands, so keep that stylus steady!



"To excise and remove all tumors located in the pancreas."



"Let's begin the operation!"



"To excise the tumor from the distal stomach."

PS2

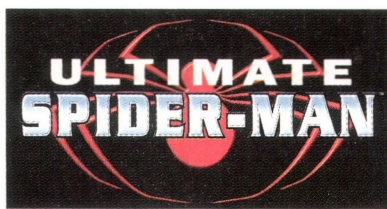
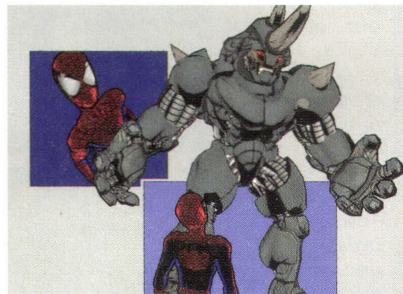
ULTIMATE SPIDER-MAN

Publisher: Activision

In Stores: September



Developed by Treyarch, this new game is based on the popular *Ultimate Spider-Man* comic book series. The "cel-shaded" graphic style gives the game an incredible cartoon look and feel, while the cutscenes resemble interactive comic book panels lifted straight from the printed page. The gameplay is similar to *Spider-Man 2*; the web-slinger must battle baddies and complete challenging missions as he webs his way across New York City. The free-roaming environment of *Spider-Man 2* is completely intact, but the borders have been expanded and there many new areas to explore. You even get to play as fan-favorite bad guy Venom through part of the game.



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MARIO BASEBALL

Publisher: Nintendo

In Stores: August



More than 50 characters from various Nintendo games will take to the field in *Mario Baseball*. Like *Mario Power Tennis*, various stadiums will have different obstacles and distractions

to overcome, and the characters have outrageous special moves that can change the momentum of a game. The game modes include Challenge Mode, the single-player mode where you trek around the world and clear various challenges, and Toy Field, a collection of mini-games where you earn coins and prizes. Up to four players can participate in multiplayer games. Nintendo fans will recognize some obscure characters like Monty Mole and Dry Bones in addition to the regulars like Bowser, Luigi, Peach and Yoshi. *Mario Baseball* is being developed by Namco.



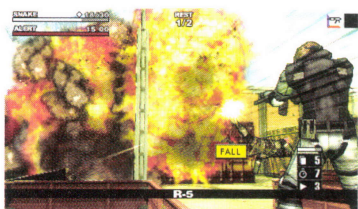
METAL GEAR ACID 2

Publisher: Konami

In Stores: November



of *Metal Gear Acid 2* will continue to challenge fans of the first game, but first-time players can benefit from the new tutorial stage that's included. *Acid 2* promises to deliver twice the adventure and gameplay of the first game while introducing a whole new set of cards. Several popular characters from past *Metal Gear* games will also appear.



Less than a year after the launch of the PSP, Konami is ready to deliver the sequel to *Metal Gear Acid*. *Acid 2* features an entirely new look, with cartoonish graphics and brighter colors. Creator Hideo Kojima says that he wanted to give the game a graphical style that complements the sleek and modern look of the PSP. The card-based strategy



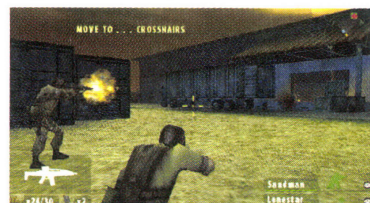
SOCOM: U.S. NAVY SEALS FIRETEAM BRAVO

Publisher: Sony

In Stores: 4th Quarter 2005



Fireteam Bravo is the first handheld *SOCOM* game and one of the first PSP titles to interact with the PS2. Completing missions in *SOCOM 3* on the PS2 will alter the corresponding missions in the PSP game, and vice versa, when you link the two systems by USB cable. Since the PSP has no right analog stick, developer Zipper Interactive devised a new targeting system that uses a moving reticule inside a targeting cursor. You can lock on to an individual enemy's general area with the cursor, but direct hits are not automatic because the location of the reticule determines whether you hit the enemy's head, body or limbs. The game will feature wireless multiplayer options, but specific details have not yet been released.



ELECTROPLANKTON

Publisher: Nintendo

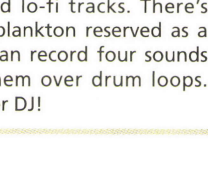
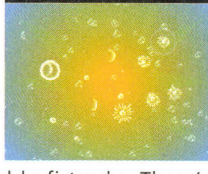
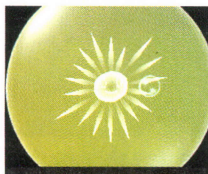
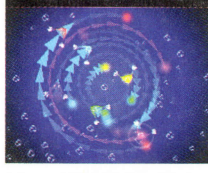
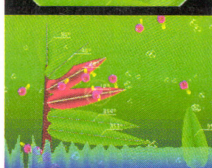
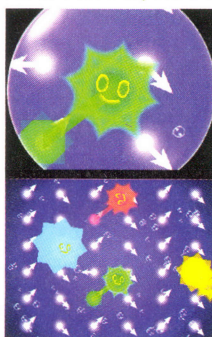
In Stores: 4th Quarter 2005

ELECTROPLANKTON™

Electroplankton transforms the Nintendo DS into a musical instrument, inviting you



to tap, stroke and draw your rhythms out onto the bodies of some odd undersea creatures who move to your groove. It's a combination of Japanese artist Toshio Iwai's unique visuals and your own personal musical creations. You start with 10 different musical styles for a base, including remixed themes from *Super Mario Bros.*, funkier beats and lo-fi tracks. There's even one *Electroplankton* reserved as a sampler, so you can record four sounds and also layer them over drum loops. Unleash your inner DJ!



PSP

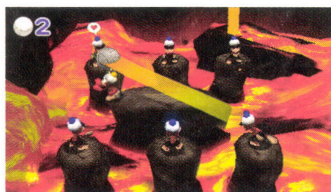
APE ESCAPE ACADEMY

Publisher: Sony

In Stores: 1st Quarter 2006

APE ESCAPE ACADEMY

Featuring ad hoc wireless functionality (meaning you can play it with people in the same room, but not online), *Ape Escape Academy* contains 40+ mini-games and is the first real "party game" for the PSP. The evil Specter has decided that the monkeys he's controlling need to learn some discipline if they're ever going to help him take over the world. In the academy, silly mini-games like hockey, golf, dodge ball and karate are your learning tools. (Hardly anyone ever needs calculus in the real world, anyway.) It's an easy game to pick up and play, and there's a unique "Tic-Tac-Toe" formation to display the mini-games, which also affects the game progression. You can even collect over 300 monkey statues!



KAMEO: ELEMENTS OF POWER

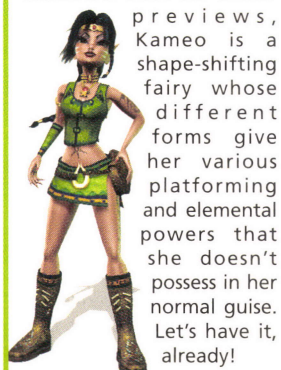
Publisher: Microsoft

In Stores: 4th Quarter 2005

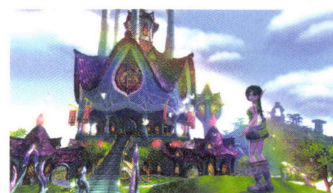
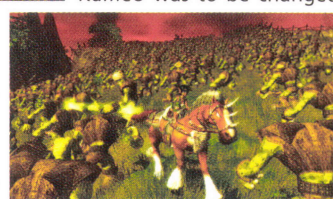


A quick history lesson: In 2001, *Kameo: Elements of Power* was shown to the press as a GameCube title developed by Rare. In 2002, Microsoft confirmed that it had acquired Rare, and *Kameo* was to be changed

into an Xbox title. Shifting platforms again, the game has recently been announced as one of the first Xbox 360 titles, featuring much prettier graphics, thousands of enemies on screen at once and Xbox Live support. As you may remember from our earlier



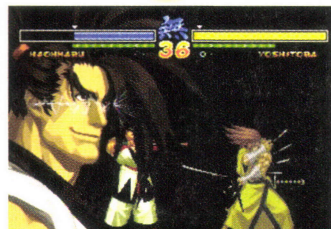
previews, *Kameo* is a shape-shifting fairy whose different forms give her various platforming and elemental powers that she doesn't possess in her normal guise. Let's have it, already!



SAMURAI SHODOWN V

Publisher: SNK

In Stores: October



This Xbox-exclusive fighting game offers full Xbox Live support, with a featured Tournament Mode. In a cast of 26 fighters, there are 11 characters new to the franchise, one hidden character and one boss character, all designed by manga artist Nobuhiro

Wazuki. The game's fighters can perform 23 different combo moves, eight of which are unique to the Xbox version and did not appear in the arcades. Build up your Rage Gauge to unleash a death combo, use Spirit Strength to make your opponent move in slow motion and watch your Sword Spirit Gauge to help you plan your attacks effectively. Essentially an upgraded version of the original arcade game, it's a must for any SNK fan.



HELLO KITTY: ROLLER RESCUE

Publisher: Namco

In Stores: 4th Quarter 2005



The most popular kitten in the world, Sanrio's flagship character is finally getting her own 3-D action game. Kitty is joined by a pantheon of 20+ additional adorable Sanrio mascots, including Badtz-Maru, Mimmy and Keroppi. In certain stages she can select a partner to help her. The curious game premise revolves around the alien Block-O, who observed Earth's gift-giving rituals and became horrified by how the boxes (who he interpreted to be his own kind) were always thrown in the garbage. In retaliation, he's dispatched his army to conquer the Earth. Sanriotown is an interactive 3-D world, and players will even receive seasonal greetings from Sanrio characters.

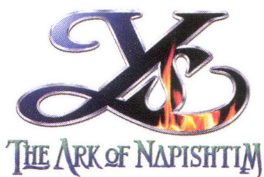




YS: THE ARK OF NAPISHTIM

Publisher: Konami

In Stores: 4th Quarter 2005



Released on the PlayStation 2 in February, *Ys: The Ark of Napishtim* is making the leap to the PSP for those who didn't have enough time to dedicate to a console RPG. This is actually the sixth title in the long-running RPG series, which is more well-known in Japan than in the U.S. The story centers around perennial hero Adol Christin, as he adventures through the islands of Canaan. Gameplay focuses on three magical swords, which can all be powered up and used to learn special abilities, combinations and attacks. As a bonus for PSP players, there are mini-games included that feature the characters in the game.



MARIO TENNIS ADVANCE

Publisher: Nintendo

In Stores: October



That Mario sure does love to exercise! What with *Mario Baseball*, *Super Mario Strikers* and *Dance Dance Revolution: Mario Mix* all on the horizon, it's amazing that Nintendo's mascot hasn't gotten as skinny as his brother Luigi. *Mario Tennis Advance* is a sequel to the Game Boy Color game *Mario Tennis*. It's a "sports RPG" where you train in the



Tennis Academy to earn experience points and learn enough skills to climb through the tournament rankings and defeat Mario himself. Mario, Peach, Waluigi and Donkey Kong all show off their racket skills, and as you progress through the tournaments, you'll unlock even more characters.



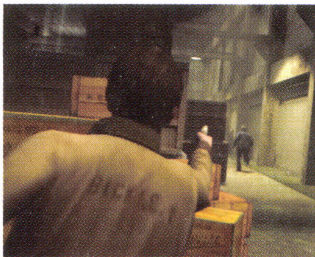
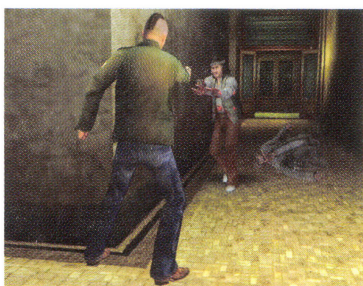
TAXI DRIVER

Publisher: Majesco

In Stores: 2nd Quarter 2006

Also on
PSP

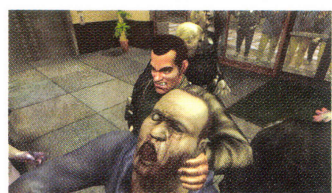
Taxi Driver is based on the classic 1976 noir movie of the same name, where Robert DeNiro was cast in a star-making role as mentally disturbed taxi driver Travis Bickle. Set in 1970s New York City, the player takes on Bickle's role as a vigilante who seeks out the scum of society and wipes them out in the grisliest fashion possible (now complete with finishing moves). The action takes place both on foot and behind the wheel, and there's no shortage of weaponry, including the Colt 25, .44 Magnum, Mac 10, Shotgun and M-16. Not expected until spring of next year; we'll keep you posted as more details emerge.



DEAD RISING

Publisher: Capcom

In Stores: 2006



Although Capcom is famous for its zombie-blasting *Resident Evil* series, the company's first Xbox 360 game is a different take on surviving in the world of the flesh-eating undead. Taking a cue from the movie *Dawn of the Dead*, the game takes place in a shopping mall overrun with reanimated corpses. You play as Frank West, a photojournalist who must raid the store shelves for tools to fend off the groaning, shuffling zombies. Aside from trying to survive, Frank's main objective is to take prize-winning photographs of the mayhem at hand. The head of the *Dead Rising* project is Keiji Inafune, creator of the *Mega Man* and *Onimusha* series.





Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

AUGUST 2005

187: Ride or Die (Ubisoft) PS2 • XB
 25 to Life (Eidos) PS2 • XB
 Advance Wars: Dual Strike (Nintendo) DS
 America's Army: Rise of a Soldier (Ubisoft) PS2 • XB
 Armored Core: Formula Front (Agetec) PSP
 BeatDown: Fists of Vengeance (Capcom) XB
 Big Mutha Truckers 2 (THQ) XB
 Darkwatch (Capcom) PS2 • XB
 Death, Jr. (Konami) PSP
 Dice (Bandai) PS2
 Dynasty Warriors Advance (Nintendo) GBA
 Frantix (Sony Online Ent.) PSP
 Free Running (Eidos) PSP
 Geist (Nintendo) GC
 GripShift (Sony Online Ent.) PSP
 Gundam Seed: Never Ending Tomorrow (Bandai) PS2
 Inuyasha: Feudal Combat (Bandai) PS2
 The Incredible Hulk: Ultimate Destruction (Vivendi Universal) PS2 • XB • GC
 Jaws (Majesco) PS2 • XB
 The King of Fighters 02/03 (SNK) XB
 Lizzie McGuire 3 (Buena Vista) GBA
 Madden NFL 06 (EA Sports) PS2 • XB • GC • DS • GBA • PSP
 Mario Baseball (Nintendo) GC
 Metal Slug 4 & 5 (SNK) XB
 MotoGP 3 (THQ)
 Namco Museum 50th Anniversary Arcade Collection (Namco) PS2 • XB • GC • GBA
 NASCAR 2006: Chase For The Cup (EA Sports) PS2 • XB • GC
 Nintendogs (Nintendo) DS
 Nintendo Pennant Chase Baseball (Nintendo) GC
 Pac'n Roll (Namco) DS
 Radiata Stories (Square Enix) PS2
 Rebel Star (Namco) GBA
 Shaman King: Master Spirits 2 (Konami) GBA
 Shin Megami Tensei: Digital Devil Saga 2 (Atlus) PS2
 Sonic Gems Collection (Sega) GC
 Ultimate Card Games (Telegames) DS
 Virtua Tennis: World Tour (Sega) PSP
 Wild Arms: Alter Code F (Agetec) PS2
 World Series of Poker (Activision) PSP
 WWE Day of Reckoning 2 (THQ) GC
 Yu-Gi-Oh! Nightmare Troubadour (Konami) DS

SEPTEMBER 2005

24: The Game (2K Games) PS2
 Advent Shadow (Majesco) PSP
 Backyard Football 2006 (Atari) PS2 • GBA
 Battalion Wars (Nintendo) GC
 Blazing Angels: Squadrons of WWII (Ubisoft) XB
 Burnout Revenge (EA) PS2 • XB
 Cabela's Outdoor Adventures 06 (Activision) PS2 • XB • GC
 Call of Cthulhu (2K Games) PS2 • XB
 Cold War (Dreamcatcher) XB
 Commandos Strike Force (Eidos) PS2 • XB
 Dance Dance Revolution Extreme 2 (Konami) PS2
 Danny Phantom: The Ultimate Enemy (THQ) GBA
 Disney's Cinderella (Buena Vista) GBA
 DK: King of Swing (Nintendo) GBA
 Evil Dead: Regeneration (THQ) PS2 • XB
 FarCry: Instincts (Ubisoft) XB
 Field Commander (Sony Online Ent.) PSP
 Frogger: Ancient Shadow (Konami) PS2 • XB • GC
 Frogger: Helmet Chaos (Konami) DS • PSP
 Ghost in the Shell: Stand Alone Complex (Bandai) PSP
 Golden Nugget Casino (Majesco) DS
 Hitman: Blood Money (Eidos) PS2 • XB
 Indigo Prophecy (Atari) PS2 • XB
 Kingdom Under Fire 2 (Microsoft) XB
 LEGO Bionicle: Maze of Shadows (THQ) GBA
 Lost in Blue (Konami) DS
 Marc Ecko's Getting Up (Atari) PS2 • XB
 MediEvil Resurrection (Sony) PSP
 Midway Arcade Treasures 3 (Midway) PS2 • XB • GC
 Mortal Kombat: Shaolin Monks (Midway) PS2 • XB
 Moto GP4 (Namco) PS2
 Namco Museum: Battle Collection (Namco) PSP
 NHL 2006 (EA Sports) PS2 • XB • GC
 NHL 2K6 (2K Games) PS2 • XB
 Ninja Gaiden Black (Tecmo) XB
 One Piece Grand Battle (Bandai) PS2 • GC • GBA
 Outlaw Tennis (2K Games) PS2 • XB
 Power Rangers: Space Force Delta (THQ) GBA
 Renegade Paintball (2K Games) XB
 River King: A Wonderful Journey (Natsume) PS2
 Romancing Saga (Square Enix) PS2

Scooby-Doo! Unmasked (THQ) PS2 • XB
 Shadow of the Colossus (Sony) PS2
 S.L.A.I. (Konami) PS2
 Sniper Elite (Namco) XB
 SOCOM 3: U.S. Navy SEALs (Sony) PS2
 Spartan: Total Warrior (Sega) PS2 • XB • GC
 SpongeBob SquarePants: Lights, Camera, Pants! (THQ) PS2 • XB • GC
 State of Emergency 2 (BAM) PS2
 The Suffering: Ties That Bind (Midway) PS2 • XB
 Tak: The Great Juju Challenge (THQ) PS2 • XB • GC • DS • GBA
 Tecmo Classic Arcade (Tecmo) XB
 Tiger Woods PGA Tour 2006 (EA Sports) PS2 • XB • GC
 Tom Clancy's Rainbow Six: Lockdown (Ubisoft) PS2 • XB
 Top Spin (2K Games) PS2 • XB
 Trace Memory (Nintendo) DS
 Ty the Tasmanian Tiger 3 (Activision) PS2 • XB • GC • GBA
 Ultimate Spider-Man (Activision) PS2 • XB • GC • DS • GBA
 Virtua Pool (Sega) PSP
 Wac A Mole (Activision) DS • GBA
 Witch (Buena Vista) GBA
 World Poker Tour 2K6 (2K Games) PS2 • XB • GBA • PSP
 Zoo Tycoon (THQ) DS

OCTOBER 2005

Aeon Flux (Majesco) PS2 • XB
 Age of Empires (Majesco) DS
 Backyard Skateboarding (Atari) GBA
 Blitz: The League (Midway) PS2 • XB
 Bounty Hounds (Namco) PSP
 A Boy and His Blob (Majesco) DS
 Brothers in Arms 2 (Ubisoft) XB
 Bully (Rockstar) PS2 • XB
 Burnout Legends (EA) PSP
 Call of Duty 2: Big Red One (Activision) PS2 • XB • GC
 Castlevania: Dawn of Sorrow (Konami) DS
 The Con (Sony) PSP
 Cowboy Bebop (Bandai) PS2
 Crash Tag Team Racing (Vivendi Universal) PS2 • XB • GC • DS
 Crime Life: Gang Wars (Konami) PS2 • XB
 Dance Dance Revolution: Mario Mix (Nintendo) GC
 Disney's Chicken Little (Buena Vista) PS2 • XB • GC • GBA
 Driv3r (Atari) GBA
 Dynasty Warriors 5 (Koei) XB
 Ed, Edd and Eddy (Midway) PS2 • XB • GC • GBA
 Fire Emblem: Path of Radiance (Nintendo) GC
 Ford vs. Chevy (2K Games) PS2
 The Godfather: The Game (EA) PS2 • XB • PSP
 Grand Theft Auto: Liberty City Stories (Rockstar) PSP
 Greg Hastings Tournament Paintball MAX'd (Activision) PS2 • XB
 Gunstar Super Heroes (Sega) GBA
 Half-Life 2 (Vivendi Universal) XB
 The Incredibles 2 (THQ) PS2 • XB • GC
 Infected (Majesco) PSP
 L.A. Rush (Midway) PS2 • XB
 Mario Tennis Advance (Nintendo) GBA
 Marvel Nemesis: Rise of the Imperfects (EA) PS2 • XB • GC • DS • PSP
 Metroid Prime: Hunters (Nintendo) DS
 Midway Arcade Treasures (Midway) PSP
 Moonlight Fables (Majesco) DS
 NBA 2K6 (2K Games) PS2 • XB
 NBA Live 2006 (EA Sports) PS2 • XB • GC • PSP
 The Nightmare Before Christmas: Oogie's Revenge (Buena Vista) PS2 • XB
 Pokémon XD: Gale of Darkness (Nintendo) GC
 Resonance (Xpec) XB
 Samurai Shodown V (SNK) XB
 Serious Sam II (2K Games) XB
 Shattered Union (2K Games) XB
 Shining Force Neo (Sega) PS2
 Shogun Warrior: Real Time Conflict (Namco) DS
 Snowboard Kids (Atlus) DS
 Soul Calibur III (Namco) PS2
 Stubbs the Zombie in Rebel Without a Pulse (Aspyr) XB
 Teenage Mutant Ninja Turtles 3: Mutant Nightmare (Konami) PS2 • XB • GC • DS
 Teen Titans (Majesco) GBA
 Texas Hold Em Poker (Majesco) DS
 TimeShift (Atari) XB
 Tony Hawk's American Wasteland (Activision) PS2 • XB • GC • DS • GBA
 Trapt (Tecmo) PS2
 Viewtiful Joe DS (Capcom) DS
 The Warriors (Rockstar) PS2 • XB
 We Love Katamari (Namco) PS2
 West Coast Choppers (2K Games) PS2 • XB
 X-Men Legends II: Rise of the Apocalypse (Activision) PS2 • XB • GC • PSP
 Ys: The Ark of Napishtim (Konami) PSP
 Zatch Bell (Bandai) PS2 • GC • GBA

READER MAIL

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

360 DEGREES OF COMPATIBILITY

I read in your July issue that the new Xbox 360 will be backward-compatible with the original Xbox games. But then I saw on some Web sites that only the "best-selling" Xbox games will play on the Xbox 360. So which is it?

—Francis Eliopolous
Virginia Beach, VA

It seems that the Xbox 360 does not have enough of the native hardware of the original Xbox to promise 100% compatibility with standard Xbox titles. Therefore, some of the functions of the older machine may be emulated by software running on the new hardware. When that happens, the only way to guarantee that every Xbox game will play correctly is to actually play them all, all the way through, on the Xbox 360. It'll take time to go through all of the existing Xbox games and get them running properly, so Microsoft plans to start with the games that you're most likely to want to play, like Halo and Halo 2.

If a particular game doesn't work perfectly on the new system, it may require a software patch or driver to be installed on the Xbox 360. Some of these "fixes" may even be built into the hardware at launch, for the games that have been fully tested for compatibility; others may require a small file to be downloaded from Xbox Live. So it is possible that the Xbox 360 will eventually be compatible with all of the original Xbox titles, but it might take a while before you can bust out the more obscure stuff like Sneakers or Tao Feng: Fist of the Lotus.

IT NEVER HURTS TO ASK

What do you guys do with your games once you're finished with them? You prob'ly have a ton of games lying around the office that you're never going to play again. So why not donate them to a worthy cause? Like, my house? I promise to take good care of them. I'll even send you pictures of them so you can see how they're doing, and you

could come and visit 'em on weekends and holidays.

—Jessie Goldner
Flagstaff, AZ

Nice try, but you'd be surprised how often we dig deep into the *TIPS & TRICKS* library to pull out games we never thought we'd touch ever again. It's usually when we need a picture of a box for the Collector's Closet column, or to test codes for clarification in our Codebook archives. Sometimes we even dig for new codes in the older games, if it's a slow day, but we haven't had too many of those lately.

THE ANCIENT ART OF WAR

I think more console games should be made about early warfare. So many games have been made about World War II, Vietnam and modern warfare that I think it would be fun to fight in the trenches of World War I, or to charge at people with a sword or bayonet in the Civil War or Revolutionary War. I hope that you can pass this along to some game publishers.

—Brian Sipple
O'Fallon, IL

While we seriously doubt that there was anything "fun" about fighting in the trenches of World War I, we agree that there should be a little more historical variety in these games. Maybe some of the game publishers will read this and take your advice.

NOOOOO!

I am an 11-year old subscriber to *TIPS & TRICKS* who looks forward to receiving your magazine every month. This time, however, I noticed an error in the PlayStation 2 Tips section on page 73 of your July 2005 issue. The game title was written as "Star Wars Episode III: Attack of the Sith" rather than the correct "*Revenge of the Sith*." I'll bet Darth Vader and the Emperor aren't too happy about that!

—Sergio Medina-Wellman
Altamonte Springs, FL

You're absolutely correct, Sergio... and would you believe that the error was made by none other than Geoff Arnold, *TIPS & TRICKS*' resident Star Wars

fanatic? We're talking about a guy who has the front and back of every single card in the Star Wars edition of Trivial Pursuit committed to memory. We thought about coming up with some type of elaborate Star Wars-related punishment, but nothing could be more severe than good old-fashioned public humiliation, and your letter gave us the perfect opportunity to call everyone's attention to Geoff's heinous transgression. Thanks!

A WINNER IS YOU



Congratulations to Paul Klagstad of Brookfield, Wisconsin, the winner of our Nintendo DS giveaway in association with the reader survey in issue #119. We've got another reader survey this month; if you fill it out and mail it in, you'll have a chance to win a free PSP system. See page 21 for details.

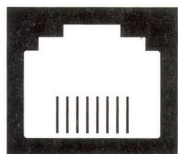
TOKEN OF THE MONTH



This month's token comes from the Silverball Game Room in Lawton, Oklahoma; it was sent in by Deanna Smalley, also of Lawton. Thanks, Deanna!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



ONLINE GAMER™

by Josh Engel

Vol. 12

Get Connected to the World of Online Console Gaming



Conker™ LIVE & RELOADED

If you own a Nintendo 64 and aren't easily offended by vulgar language and animated gore, then the chances are good that you've probably spent some quality time with *Conker's Bad Fur Day*. This is the title that took the idea of a platform game, insulted it, punched it in the gut and then farted on its face. With a lecherous protagonist, disgusting enemies (see "Mighty Poo") and enough profanity to make Quentin Tarantino blush, *Conker's Bad Fur Day* was a big hit with the adult gaming audience.

Now, Conker has made the move to the Xbox (after Rare's not-so-friendly breakup with Nintendo) with *Conker: Live and Reloaded*. This version features not only the original single-player game (*Bad Fur Day*), but also includes online multiplayer action via *Xbox Live*. We recently had the chance to take the action online and do some damage with—and against—fellow video-game magazine editors.

Since we didn't have a manual to explain all the gameplay modes, we stuck to team death-match. Before the blood started to spill, each of us had to choose a team and a class. One of the cool things about *Live and Reloaded* is that it limits the amount of a particular class you can have on a team, which means you'll never see a squad of all snipers or an opposing force with eight bazookas. The action takes place in two settings—Old War (think World War II) and Future War (think *Aliens*)—although the classes and weapon sets are identical.



We started with an Old War level, a recreation of the Normandy Beach invasion (as seen in *Saving Private Ryan*). The action was fast and furious—and even confusing sometimes, with so many player names on the screen—but the most important aspect was that there was no noticeable lag. Character movement was immediate and responsive, and weapons fired with...well, military precision. On top of that, the game itself looks amazing, from the ultra-realistic fur on the squirrels to the raindrops hitting the camera.

After a few rounds of pummeling each other in a WWII setting, we moved on to a futuristic environment that was reminiscent of the hallway from *Aliens* where most of

the crew gets trapped. This level is great because it's just a complete fragfest—it's a long hallway, so there's really nowhere to hide. A lot of guys chose to play as Demolishers on this level, which was a big mistake. Even though their bazookas are powerful, they were sitting ducks once an enemy got too close.

We finished up with a bi-level map where the two sides were connected by two people movers/gondolas. This was a sniper's paradise, because you could just sit and wait for your enemies to come down in the gondola—where there was nowhere to run or hide. Or you could jump into the gun turret and watch the fur fly as you mowed 'em down.

Since this was just a trial run, there wasn't a lot of teamwork or organization; it was mostly just a chance to check out the game's online play. The verdict is that *Conker: Live and Reloaded* is a lot of fun, and it will be a nice change of pace when you need a break from *Halo 2*.



UPCOMING ONLINE GAMES

PlayStation 2 Online Future Releases

August 2005

187: Ride or Die (Ubisoft)
25 To Life (Eidos)
America's Army: Rise of a Soldier (Ubisoft)
Darkwatch (Capcom)
Madden NFL 06 (EA Sports)
NASCAR 2006: Chase for the Cup (EA Sports)

September 2005

Burnout Revenge (EA)
Commandos Strike Force (Eidos)
MotoGP 4 (Namco)
NHL 2006 (EA Sports)
NHL 2K6 (2K Games)
Outlaw Tennis (2K Games)
S.L.A.I. (Konami)
SOCOM 3: U.S. Navy SEALs (Sony)
The Suffering: Ties That Bind (Midway)
Tiger Woods PGA Tour 2006 (EA Sports)
Tom Clancy's Rainbow Six: Lockdown (Ubisoft)
Top Spin (2K Games)

Xbox Live Future Releases

August 2005

187: Ride or Die (Ubisoft)
25 To Life (Eidos)
America's Army: Rise of a Soldier (Ubisoft)
Darkwatch (Capcom)
Madden NFL 06 (EA Sports)
Metal Slug 4 & 5 (SNK)
MotoGP 3 (THQ)
NASCAR 2006: Chase for the Cup (EA Sports)

September 2005

Blazing Angels: Squadrons of WWII (Ubisoft)
Burnout Revenge (EA)
Commandos Strike Force (Eidos)
FarCry: Instincts (Ubisoft)
NHL 2006 (EA Sports)
NHL 2K6 (2K Games)
Ninja Gaiden Black (Tecmo)
Outlaw Tennis (2K Games)
Sniper Elite (Namco)
The Suffering: Ties That Bind (Midway)
Tiger Woods PGA Tour 2006 (EA Sports)
Tom Clancy's Rainbow Six: Lockdown (Ubisoft)
Top Spin (2K Games)

Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

Vol.
11

MONDO GIZMONDO



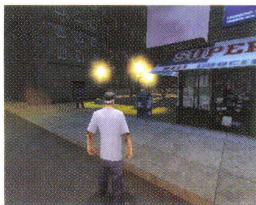
The release date for the Gizmondo handheld in North America has been set for August 11. Additionally, Tiger Telematics, the Florida-based company behind Gizmondo, has announced that Electronic Arts and Ubisoft are among the software publishers that will contribute to what's expected to be an 89-game catalog by year's end. EA will have versions of its *SSX* snowboarding game and *FIFA Soccer 2005*, while Ubisoft is offering a *Rayman* game, as well as at least three other "blockbuster" titles coming from the French publisher later.

The recent Electronic Entertainment Expo (E3) enabled Gizmondo to show off some of its advanced features in more detail. Gyroscopic Camera Technology integrates the device's built-in 1.3 megapixel camera into the gameplay as part of the control mechanics. In the E3 demo, navigation in a first-person maze comes from a combination of the control buttons, which enable the player to move forward and back (and strafe left and right) through the corridors. However, turning the Gizmondo rotates the player's view, using the camera to detect the movement and



translating that into rotating the perspective. It's an interesting twist—pun intended—that reminds us of the old virtual-reality systems of a decade ago.

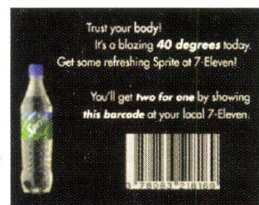
Augmented Reality is Gizmondo's name for another camera technology. In the same maze demo, at the end of a hallway you'd find a symbol on the door. If a piece of paper with the same symbol was held up and the camera focused on it—and, at that point, the display shows a layering of both the game's graphics and the camera view—the game would detect the matching symbols, triggering an event. In this case, it was the appearance of a new character onscreen. It seems that Gizmondo has created a unique game-play scheme that can be utilized in a number of ways.



will likely include such games as *Toy Golf*, a fun miniature-golf game where each hole is a room in a house, though as if you were mouse-sized; *Colors*, a street-combat game that uses the built-in GPS location tracking to determine your "turf"; and *Sticky Balls*, a billiards-styled puzzle game.

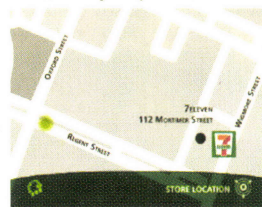
The suggested retail price for the Gizmondo system is \$399, though you can substantially reduce that to \$229 if you agree to accept content that Gizmondo calls Smart Adds. This entails the reception of up to three ads per day, which can include pitches for products, game previews, movie trailers, music samples and more. Also, the advertiser—and Gizmondo has signed up such companies as Burger King, 20th Cen-

tury Fox and Warner Bros., among others—may choose to include a UPC bar code that can be scanned at a store like a printed



coupon or take advantage of the built-in GPS location tracking to point you to the nearest location for the offer (though it doesn't pass on any personal data, because Gizmondo claims that it's strictly adhering to privacy regulations).

Smart Adds don't interrupt whatever you're doing on Gizmondo, but if you have an ad waiting, the next time you go to your main menu, you'll have to watch the content all of the way through before you can continue. In addition, the content is tailored to preferences you can pass on, so if you prefer rock music to rap, you'll be more likely to get an ad pitching the latest Audioslave CD over one from Snoo Dogg. The ads are sent via the device's GPRS (general packet radio service) much like a pager receives a message, and the advertiser pays for the cost of delivery, so



it's not like receiving a cell phone call and having to pay for the airtime. Frankly, while users may not be excited by the initial concept of receiving advertising and marketing via the handheld, the fact that it doesn't cost anything and in fact reduces the purchase price carries some value—and Gizmondo has said that its initial tests in the U.K. market have revealed that some users actually like getting the ads, especially if there's other content included, like a song or movie clip.

Gaming 2 Go will have more details on the Gizmondo debut in the next issue of *TIPS & TRICKS*.

WAR OF THE WORLDS: LEAD THE MARTIAN INVASION



Gameloft released a mobile version of the *War of the Worlds* movie that coincided with the film's June 29 launch. In a twist, the player takes the role of the Tripod attacking Earth across five timed levels. The mission is simple: to cause as much havoc and take out as many humans as possible. The military resistance can't harm you, but they can slow you down from your task, and if you take too long or don't destroy enough targets, it's game over.



Also coming later this year is a mobile take on *King Kong*, which will correspond with a new movie version directed by Peter Jackson (who also helmed the *Rings* trilogy), and which stars Naomi Watts, Jack Black and Adrien Brody. The film is slated to come out on December 14. The handheld version will take the form of a side-scrolling beat-em-up, and, of course, you're in the great ape's shoes—well, if he could find any that fit. Beyond that description, you're going to have to wait for more information, because Gameloft is keeping this title close to the vest until the film's release nears.



YAHOO! POKER Crosses Over

Yahoo! Games is getting into the wireless field in a big way by offering players cross-platform game-play on certain titles. The first release is *Yahoo! Poker*, which will enable up to ten players to compete in a Texas Hold 'em "ring" game, though those at the table can be a mix of mobile and PC competitors. Sprint PCS Vision customers are the first to be able to engage in this unique offering, which is already available from the system's Game Lobby.

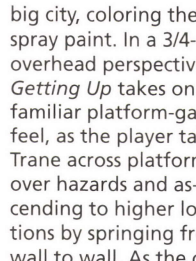


The multi-player game also supports crossover of the site's avatars (your onscreen characterization) by signing up under your Yahoo! username, and use of Yahoo! Messenger enables you to find friends and family, making it easier for you to join them at the same table. *Yahoo! Poker* also offers a single-player "career" component that takes the player through five different casinos.

THE GLU THAT BINDS...

The merger of U.S. publisher Sorrent and British publisher MacroSpace created a global mobile-game powerhouse. Now the combined company has also picked a new banner under which to do its business: Glu Mobile.

Glu has been prepping a mobile version of Atari's forthcoming console game, *Marc Ecko's Getting Up*, which will ship simultaneously in September. The handheld version will also be a "fusion of urban art, music and gaming," with the main character Trane cruising through a big city, coloring the dingy landscape with spray paint. In a 3/4-overhead perspective, *Getting Up* takes on a familiar platform-game feel, as the player takes Trane across platforms, over hazards and ascending to higher locations by springing from wall to wall. As the color is layered, the city's true look is revealed. The game is shaping up to be like Sega's *Jet Set Radio*, not only from a gameplay standpoint, but with a stylish look and sound.

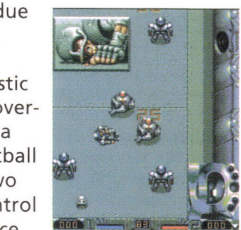
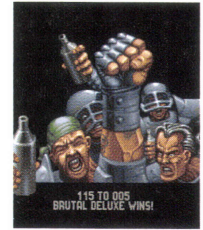


Glu also showed *Ancient Empires II*, which is due out in the third quarter. While this is a true sequel in the European market, *AEII* will be the first appearance

of the series in North America. The game promises to play much like *Advance Wars*—a turn-based strategy game with extensive military combat and a rich storyline. Glu expects the game to offer 15-20 hours of action, though it also plans to offer downloadable maps after the game comes out, which will extend the replayability. Also, *AEII* will have a four-player mode with each player taking a turn and then passing it to the next player.

Last but not least, Glu is going way back in the gaming annals to revive an old classic as a mobile title, also due in the third quarter.

Speedball 2: Brutal Deluxe offers futuristic sports action in an overhead view—it's like a mix between basketball and *Rollerball*, as two teams battle for control of a ball and a chance to score in the opposing team's goal. However, there's also a combat element that enables you to disrupt the scoring run and take out other players. The game also offers a multiplayer mode via Bluetooth supporting head-to-head action, and instant replays can be uploaded to the Web to show off achievements of which you're particularly proud.



MOBILE GAMING NEWS

• **More Phones Designed for Gaming**—It's clear that mobile-handset makers are taking games seriously. For instance, Sony Ericsson has built an initiative to work closely with and even assist game developers so that they can take full advantage of the graphics capabilities of its current lineup of 14 3-D-capable phones. Many of the high-end handsets Sony Ericsson is introducing this year include support for Java 3D, a MemoryStick Duo card slot, a large display and Bluetooth to support multiplayer action.

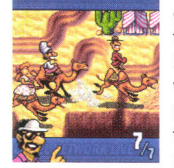


For example, the K600i, which is slated to be released later this year, will include a WAP browser for Web access, a 1.3 megapixel camera and even an FM radio, but gamers will be pleased with the 1.8-inch, 176 x 220 screen that can display 262,000 colors; Java 3D; Bluetooth; and 37MB of built-in memory. It will also come pre-loaded with Gameloft's *Vijay Singh Pro Golf 2005*.

Meanwhile, Kyocera Wireless announced recently that it has signed with Glu Mobile

and Taito to offer some of their games as preloads or downloads on BREW and Java through selected service carriers. The Slider Remix KX5—which, with the K500 Gamepad, were shown in the June 2005 *Gaming 2 Go* column—will likely be the first handset to benefit from these pacts.

• **Real Good Living**—RealNetworks has acquired Finnish game developer Mr. Goodliving Ltd. as a way to enter the mobile-game marketplace. The company—which is best known for its *RealPlayer* media application, streaming-content technology and its *RealArcade* "casual"



Turbo Camels

game program—bought the developer for about \$15 million in cash, which will bring it an existing mobile-game catalog and the Emerge development platform, but also enable it to expand the reach of Mr. Goodliving's products into the United States and Asia. Among the titles that Re-



MetalSmash Pinball

alNetworks gets its hands on are European versions of *Trivial Pursuit*, *MetalSmash Pinball* and the unique *Turbo Camels* racing game.

• **InfoSpace Revs its Engine**—Mobile-game maker InfoSpace has announced the creation of the Virtual 3D Simulator, a game engine that enables developers to deliver "a rich 3-D experience to 2-D handsets." Much as its computer counterparts, InfoSpace claims that the engine makes it easier to create 3-D models for games, though storing them as 2-D artwork. Once the game starts, the engine converts the simpler format into real-time animation. The first game announced using the Virtual 3D Simulator engine is *Whoosh! for Prizes*, which will targeted for release in August. *Whoosh!* provides arcade-style skeeball and pinball games, but adds power-ups and the chance to earn bonus points through careful control of the ball.



Gaming Gear

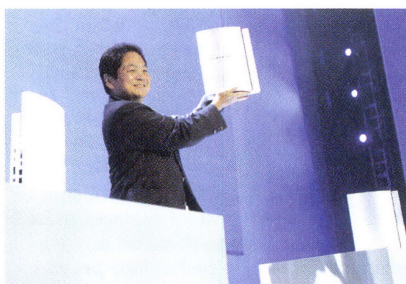
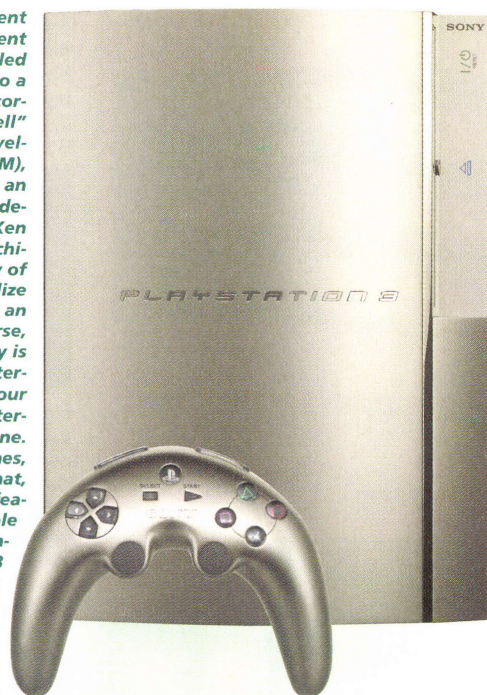
hardware
peripherals
accessories

PLAYSTATION 3

At the recent Electronic Entertainment Expo (E3), Sony unveiled the PlayStation 3 to a stunned audience. Incorporating the new "Cell" processor (jointly developed by Sony and IBM), the PS3 will also house an RSX graphics processor developed by NVIDIA. Ken Kutaragi, the grand architect of the PlayStation family of products, wants people to realize that the PS3 "is not a game machine," but an "entertainment super-computer." Of course, video games will be the main focus, but Sony is positioning the console as the ultimate entertainment hub for your living room, where your music, movies, TV shows, photos, games, Internet, etc., will all be controlled by one machine.

The PS3 will play PS one, PS2 and PS3 games, plus it will support the new Blu-Ray disc format, which is being positioned as the successor to DVD-ROM storage. The most talked-about feature of the PS3 is its mind-bending spec sheet—mainly Sony's claim that the PS3 is capable of a System Floating Point Performance of 2 teraFLOPS (TFLOPS). Sony claims that this immense power will allow the PS3 to deliver movie-quality graphics in real time. The PS3 will also support 1080p high resolution full HD screens, with two A/V outputs so you can connect two HD screens at once for a panoramic display. Up to seven PS3 controllers can be connected via Bluetooth wireless connection. The PS3 will allow wireless Internet connectivity with its built-in Wi-Fi, plus it will also communicate with the PSP via Wi-Fi.

Currently Sony is debating on what kind of hard drive will be included with the PS3, if any. Like the PS2, the PS3 can be set down horizontally or stand vertically.

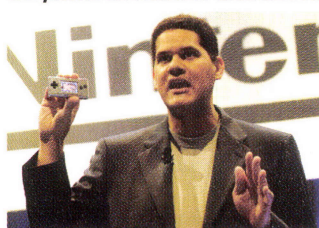


Although Sony calls the current look of the PS3 a "prototype," it doesn't expect the final model to change significantly. The "boomerang" controller is certainly a point of heated discussion among gamers. Is it comfortable? Why the odd design? Also, three different PS3 colors were shown at E3: silver, black and white. The controller was only shown in silver. What will be the final color? People have also noted that the "PlayStation 3" logo uses the exact same text font as the Spider-Man movie logos from Sony Pictures. This is a strong indication that Sony wants the PS3 to have more tie-ins to its entertainment business and not just be associated with the Sony Computer Entertainment games division.

The verdict among many game developers seems to be that the PS3 will truly deliver the next generation in computer graphics. However, many are concerned that only a handful of developers will have the resources (i.e. money and people) to create top-tier games for such powerful hardware. Sony is targeting a Spring 2006 release for the PlayStation 3. We'll let you know more about this groundbreaking system and its games as we get closer to its launch.



🔴 Nintendo will soon launch another product that will play Game Boy Advance games: the super-compact Game Boy Micro! The new unit measures a mere four inches wide, two inches tall and 0.7 inches deep. It only weighs 2.8 ounces. The two-inch backlit screen is the clearest GBA screen ever, plus players can adjust the brightness depending on whether they are outdoors or indoors. Its "chic" factor is further enhanced by the removable faceplate; owners can buy replacement plates to customize their Micros with unique colors and designs. The system has a built-in rechargeable lithium-ion battery and supports standard headphones. Thinner than a cell phone and smaller than most MP3 players,



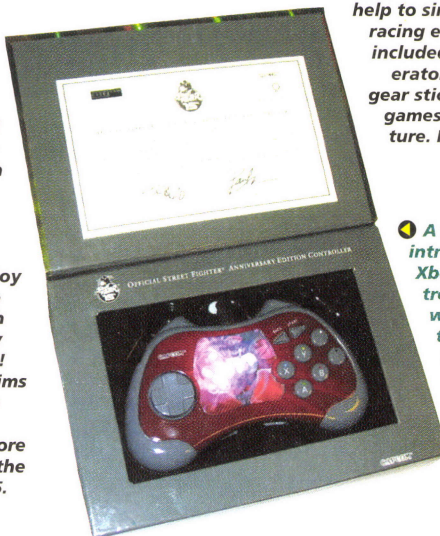
the Game Boy Micro is the most stylish way to play GBA games! Nintendo aims to have the Game Boy Micro on store shelves by the end of 2005.

▶ The Williams F1 Force Feedback Racing Wheel by JOYTECH is a racing wheel and pedal set based on the Williams

BMW FW23 car. An exact visual replica, the Racing Wheel clamps onto any surface to hold it firmly in place while you race. "Butterfly"-style paddles are included, and the rubberized



grips on the wheel help to simulate a real racing experience. Also included: a non-slip accelerator and pedal set, plus a gear stick that's compatible with games that take advantage of that feature. It works with all PlayStation and PS2 consoles, and supports Dual Shock and Dual Shock 2 software. MSRP: \$89.99.



🔴 A must for any Street Fighter player, NubyTech introduces the Bison controller to its upcoming Xbox controller lineup. The Xbox Sagat controller has been moved to the upcoming PS2 wireless controller lineup, and a controller featuring Bison will be released in its place. As with NubyTech's other Capcom-licensed controllers, the Bison Street Fighter controller features the familiar six-button Saturn ASCII FT Controller layout, with a three-frame lenticular hologram drawn by the artists at UDON comics. The Bison controller should be available now in stores for \$29.99.

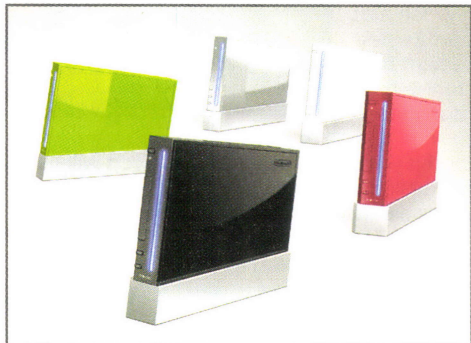
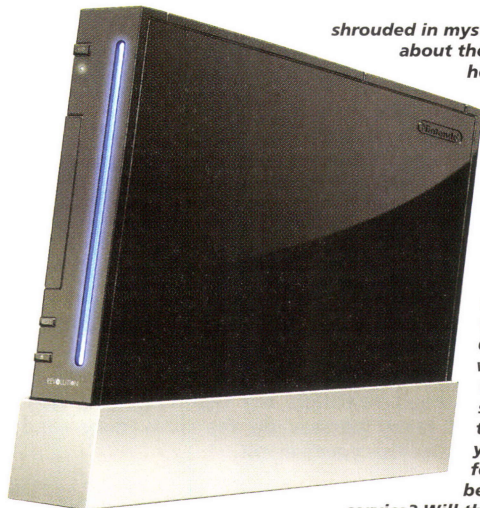
REVOLUTION

Not to be outdone by the Xbox 360 and PS3, Nintendo also showed what's up its sleeve by giving the press a sneak peek at its top-secret Revolution hardware. "Revolution" is still a code name for Nintendo's new console, so the final name may be something else. Out of the three next-generation consoles, Nintendo's Revolution is still the one

shrouded in mystery. We know what the console will look like—a small, sleek box about the size of three DVD cases stacked together. The system can lie horizontally or stand vertically, plus it will also have the option to rest on a sloping silver stand so that it sits at an angle.

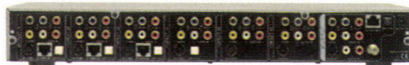
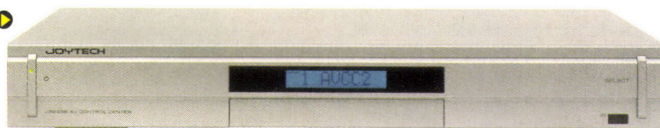
These images of the Revolution are mere prototypes, however, and Nintendo claims the final unit will be even smaller. Nintendo is still very secretive about the system's specs, but a few details have been revealed. The Revolution will have 512 megabytes of internal flash memory, probably as a substitute for a standard hard drive. A bay for an SD Memory card will let players expand the internal flash memory. The processing chip is code-named "Broadway" and is developed by IBM, while the graphics chip set is code-named "Hollywood" and is developed by ATI. A self-loading media bay will play both 12-centimeter optical discs and Nintendo GameCube discs. The 12-centimeter optical disc will most likely be Nintendo's proprietary format for Revolution games. If you want to watch DVDs, a small self-contained attachment will need to be placed on the system and it will probably be sold separately. One of the secret weapons of the Nintendo Revolution is that it will have downloadable access to 20 years of Nintendo games originally released for the NES, Super NES and N64! How this will be implemented is unknown. Will it be a pay service? Will third-party Nintendo games also be available?

The biggest mystery is the Revolution controller. Nintendo has promised that the controller will shock the world and change the way we play games, but the company is not ready to reveal it. Rampant speculation amongst Nintendo fans has suggested everything from a touch screen controller to a controller that doubles as a handheld and even a virtual reality helmet that plays virtual 3-D games! Another school of thought suggests that the sloping stand is actually a charging cradle and that the Revolution is something you carry around and play anywhere, in addition to taking it to Wi-Fi hotspots to download new content. One thing is clear, however: The controller will need to be compatible with NES, SNES, N64, GameCube and Revolution games. Still other people believe that we have already seen the controller for the Revolution: the Nintendo DS. Another interesting feature of the Revolution is that it has ports for what look to be for GameCube-style controllers. Finally, the Revolution will have built-in Wi-Fi access along with two USB 2.0 ports. When the system is introduced, Nintendo will launch its new wireless gaming service called Nintendo Wi-Fi Connection; several Wi-Fi-enabled launch titles are already in development. Several possible colors for the Revolution were shown, but the final default color is yet to be decided. The Revolution is expected to be released sometime in 2006 and Nintendo promises to deliver all your favorite game franchises on this platform, including Mario, Zelda, Donkey Kong, Metroid and Super Smash Bros.!



The JOYTECH AV Control Center 240 audio/video switch box lets you hook up seven different game systems or other video sources to your TV. Its multi-

ple input channels accept RF, composite, S-video, component video, digital optical audio, stereo audio and even ethernet for hooking up online. Unlike other switch boxes, the AVCC240 is remote-controlled; you'll never have to leave the comfort of your couch to switch from one system to another. The blue backlit LCD display shows you which input channel is currently in use, and you can even program the name of each channel yourself. Due out this month, the unit retails for \$89.99.



The new Star Wars "Plug It In & Play" controller by Jakks TV Games connects directly to your TV and allows you to play five different games based on Star Wars Episode III: Revenge of the Sith. The games play like Star Wars-themed versions of classic video games like *Smash T.V.*, *Choplifter* and *Arkanoid* (!)—and the controller will even save your high scores in each game. Retro-gaming fans will like the "Coruscant Attack" game best; it's like a cross between *Time Pilot*, *Astro Chase* and *The Dreadnaught Factor*. MSRP: \$19.99.

The PlayGear Amp by Logitech is a stand with a set of amplified speakers for your PSP. The speakers are very loud for their size, delivering rich stereo sound that can be heard across the room.



The PlayGear Amp also acts as an adjustable stand for watching movies or listening to music on your PSP. The speakers and stand collapse neatly and store easily in the included carrying case. The unit can be powered by an AC adapter (included) or four AAA batteries, and includes a speaker extension cord so you can hold the PSP and play games while using the speakers. Available now for \$59.99.



Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Josh Engel

Vol.
58

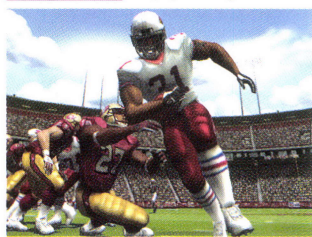
The landscape in the realm of sports video games has undergone some radical changes in the past six months or so. What used to be a wide-open field of competitors vying for the attention of armchair quarterbacks has turned into a battle for exclusivity. First, EA locked up both the NFL and NCAA licenses, which was soon followed by Take Two's deal with Major League Baseball. While the lack of competing products could result in complacency, and possibly sub-par efforts by developers, rest assured that this isn't the case.

At this year's Electronic Entertainment Expo, we saw what the future holds for you sports lovers out there, and we can guarantee you won't be disappointed with the upcoming crop of sports titles. The latest trend seems to be customization, which in sports video-games means allowing the player to immerse himself in not just the competition, but the lifestyle as well. Here's a glimpse of what we saw on the show floor—and behind closed doors—at this year's event.

Madden NFL 06



One of the great things about the *Madden* series is that you don't really have to be a huge sports fan to enjoy the game. With the various settings and game-



play modes, anyone can take the field and feel the sensation of a blindside hit on an unsuspecting quarterback. But EA Sports know that its hardcore fan base is always itching for something new, and from the look of

things, *Madden NFL 06* is poised to deliver. As always, the interface has gotten a minor facelift, but it's the on-the-field improvements that once again take the *Madden* experience to a whole new level.

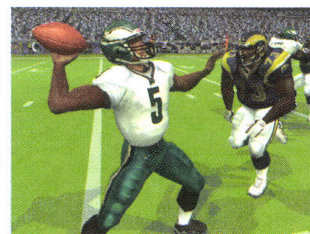
Quarterback Vision Control, which introduces field of vision, is probably the biggest addition. As the quarterback drops back to pass, a "vision cone" highlights the area in his field of vision. A pass thrown into the highlighted area will have a much higher success rate than one thrown outside the area, which in effect makes the passing game more realistic. In other words, expect to see a big reduction in the "roll



right, pass all the way back across the field" kinds of plays you might've seen in the past. You'll also find Smart Routes, in which receivers adjust their routes in relation to the first down marker or goal line—again, bringing much more realism into the mix.

The Hit Stick returns this year, but now offensive players will have their own version, called the Truck Stick. As a ball carrier, if you see a defender coming up to make the tackle, a quick flick of the right analog stick will lower the ball carrier's shoulder and (hopefully) deliver a punishing blow to the defender. *Madden NFL 06* will also feature a new single-player mode called NFL Superstar Mode. You'll have the opportunity to create a player and take him from the NFL Draft all the way to the Hall of Fame—and beyond.

Look for *Madden NFL 06* to hit store shelves in August, right around the time that the *real* NFL is starting training camp.

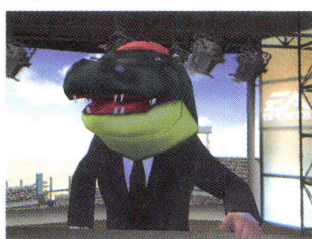


NCAA Football 06



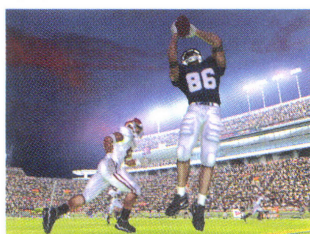
If you prefer atmosphere and tradition to fat contracts and end zone dances, you might be more of an NCAA Football fan. Over the past few seasons, EA's college gridiron series has become almost as popular—almost—as its *Madden* franchise.

NCAA Football 06 was another title on the show floor that looked impressive. Even in its "work in progress" state, *06* was running smoother than last year's retail version. The player models were also improved and looked



and moved much more realistically than last year.

The biggest addition to the franchise is the "Race for the Heisman" mode, which (in some cases) introduces the sports gamer to role-playing. In this mode, you'll start out as a high

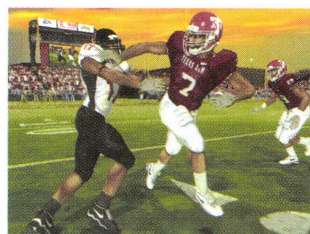


school senior, and your goal is to get recruited to a top-notch college and then become a superstar vying for the coveted Heisman Trophy. Depending on what position you want to play, you'll run

through a series of drills, and your performance in those drills will determine if you go to USC or Cal-State Nowhere.

Once you're enrolled in school, you'll spend your downtime in your dorm room, which will feel very familiar to fans of *ESPN NFL Football's* Crib Mode. In your room you can read fan mail, check your stats and get updates on the Heisman race.

Along those same lines, this year's game also introduces Impact Players. The role of an Impact Player is simple: make a game-changing tackle, pass, catch or run. Impact Players are the superstars of the team, and when it's crunch time, they'll be able to pull off special moves that can swing the momentum of a game in one play. The best part is that you should be on campus right about now.

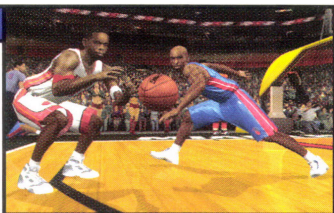




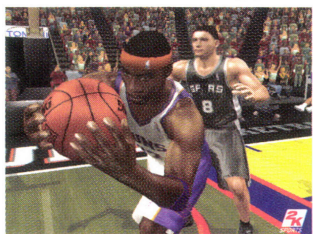
NBA 2K6



Thanks to the exclusive agreements EA Sports snagged with the NFL and NCAA, there won't be any real competition for those titles next year. But basketball is a whole different story, and 2K Sports appears to be putting a



lot of its eggs in one basket—or hoop, in this case. In terms of gameplay, we didn't get a chance to see much of *NBA 2K6*, but we did see plenty of improvements in the player and arena modeling. One of the features the boys from 2K Sports were touting was the uniform physics. It may sound corny, but when you see a player's shorts moving independently—realistically—you'll appreciate all the work that's being put into this feature. But it isn't just the uniforms that are getting an upgrade. 2K Sports has also revamped the skeletal and muscular details of each player, resulting in physiologically accurate representations of your favorite NBA stars. You'll be able to hit the hardwood sometime this fall.



NBA Live 06



Of course, that doesn't mean that EA is going to just sit back and watch 2K Sports fulfill

your hoop dreams. We caught a peek at *NBA Live 06* for the Xbox 360, and it looked nothing short of amazing. What stood out the most was the detail on the player models, specifically the way that beads of sweat realistically rolled off their bodies. In terms of gameplay, we didn't see much



NBA LIVE 06

OFFICIAL NBA LICENSE

other than EA's new free throw sequence, which uses the swing meter you're used to seeing in *Tiger Woods*. This year, instead of button presses, free throws will rely on rhythm and timing through the use of the analog stick. Pulling the stick down starts the

motion, and pushing it up follows through. The shot's trajectory, strength and accuracy will be determined by how smooth (and straight) you move the stick. You'll be able to experience it for yourself when *NBA Live 06* takes the court this fall.

Tiger Woods PGA Tour 06



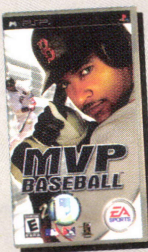
Also making an appearance in EA's closed-door eye candy session was *Tiger Woods PGA Tour 06*, also on pre-alpha Xbox 360 hardware. Aside from a big visual upgrade, the series also features slightly tweaked gameplay elements.



The swing mechanics and ball physics have been slightly tweaked, resulting in a golf game that's a little more challenging—and realistic—than in previous installments of the series. The game will feature nine PGA pros, six of the world's top golf courses and online play over Xbox Live for up to four golfers when it tees up with the Xbox 360 launch.

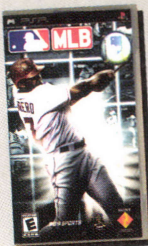
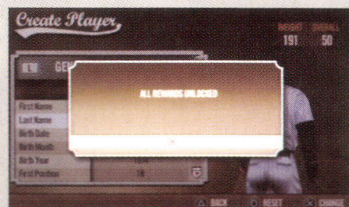


PSP Codes!



MVP Baseball

Choose "My MVP" from the main menu, then select "Create/Edit Player" and create a player named "Dan Carter". As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked.



MLB

At any time during the game, press the START button to pause, then enter any of the following codes at the pause menu. You will not receive any special confirmation each time you enter a code correctly.

Increased pitch speed—Up, Up, Left, Right, Left, Right, Up, Up

Faster players (running and fielding)—Left, Left, Left, Up, Right, Right, Right, Down

Slower players (running and fielding)—Right, Right, Right, Up, Left, Left, Left, Down

Big ball—Up, Right, Down, Left, Right, Down, Left, Up

Big heads—Left, Right, Up, Up, Left, Right, Up, Up

Small heads—Left, Right, Down, Down, Left, Right, Down, Down

All starters become random MLB development team members—Left, Down, Up, Right, Left, Down, Up, Right

No sound effects—Up, Up, Down, Down, Left, Right, Left, Right



NASCAR 06



The newest feature of this year's installment in the NASCAR series is Total Team Control. The focus of *NASCAR 06* is the team aspect of the sport, which is



often overlooked and unappreciated by the casual fan. Now, instead of an "every man for himself" style of play, you can utilize your teammates to give you the advantage in every race. If you need someone to draft with, call on a teammate. If a competitor is giving you

trouble and you need to box him in, call on a teammate. Or, if your teammate is leading a race late, become a teammate by switching control and getting behind the wheel of his car. You'll be trading paint when *NASCAR 06* is released at the end of August.





日本 JAPAN REPORT!

by Anatole Brown

Vol. 91



KOJIMA PRODUCTIONS

Little did Konami know that Hideo Kojima would become its most celebrated employee when he joined the company almost 20 years ago. Today he is regarded as one of the most important figures in video games, with legions of fans devoted to his groundbreaking *Metal Gear Solid* series. On April 1, Kojima took full reign of the Konami Computer Entertainment Japan development team by renaming it "Kojima Productions." As head of Kojima Productions, Kojima will leave behind all the business and administrative decision-making of Konami and focus entirely on the creative side of developing games. Not surprisingly, the first set of games from Kojima Productions will be *Metal Gear Acid 2* for the PSP, *Metal Gear Solid 3: Subsistence* for the PS2 (see *Select Game Previews*) and *Metal Gear Solid 4*. Although Kojima himself said that he would no longer be involved with the *Metal Gear Solid* series after *Snake Eater*, he was inspired by fans and people in his staff to continue with *Metal Gear Solid 4*. Hideo Kojima is also the creative force behind the *Boktai* and *Zone of the Enders* series, but whether Kojima Productions will handle any sequels to those titles is unknown.



Koei PSP Cases

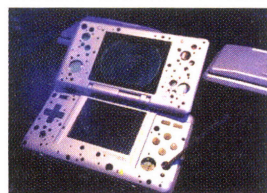
Koei introduced two new colors for its popular All In Guard Oval PSP cases: brown and beige. The black All In Guard Oval case came with the *Dynasty Warriors* PSP Premium Pack that was sold in Japan. The brown and beige cases are a little more high-end than the black case; they come



with a canvas exterior and leather trim. The Oval cases can fit your PSP accessories and UMD discs, plus the silk-lined interior provides a nice bed for your PSP. The brown and beige cases are available in Japan for 3,480 yen (about \$33) and the black case is now available by itself for 2,604 yen (about \$24).

ELECTROPLANKTON™ DS

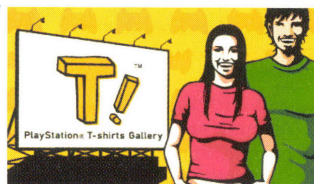
At a special private event in Tokyo, Nintendo revealed an upcoming experimental music title for the Nintendo DS called *Electroplankton* (see *Select Game Previews*). Attendees got to sample *Electroplankton* and were given the chance to win a special prize by answering a feedback questionnaire. Ten lucky winners got to take home a limited-edition *Electroplankton* Original Nintendo DS. This extremely rare Nintendo DS features a drawing by *Electroplankton* designer Toshio Iwai on the cover of the lid. Iwai also designed a



swiss cheese-like Nintendo DS that was displayed at the event. Since 1986, Toshio Iwai has been creating unique, interactive multimedia art installations that blend sounds and visuals. Iwai also designed a game in 1987 called *Otocky* for the Famicom Disc System, possibly one of the first "music" games on a home console.

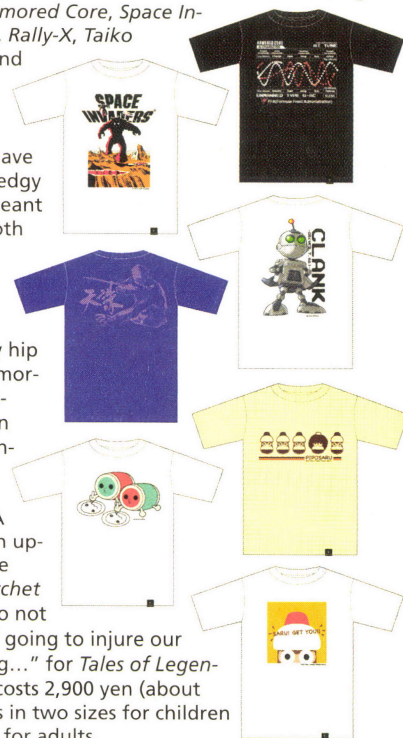
PLAYSTATION T-SHIRTS GALLERY

Along with its *Gran Turismo* Nike apparel and high-fashion PSP accessories, Sony continues to target the fashion-



conscious youth of Japan with a new line of contemporary video game T-shirts called PlayStation T-Shirts Gallery. All kinds of designs based on both popular and obscure video-game franchises are available, including *Ape Escape*, *Armored Core*, *Space Invaders*, *Tenchu*, *Rally-X*, *Taiko Drum Master* and *Ratchet & Clank*, just to name a few.

These T-shirts have a modern and edgy design that's meant to appeal to both children and adults alike. In fact, the shirts have plenty of unintentionally hip "English"—humorous English mistakes that often appear in Japanese advertising and product design—like "A pair to cause an uproar most in the galaxy" for *Ratchet & Clank* or "I do not permit you it if going to injure our important thing..." for *Tales of Legendia*. Each shirt costs 2,900 yen (about \$27) and comes in two sizes for children and three sizes for adults.



HOT SUMMER DS!

Nintendo launched its "Hot Summer Campaign" in Japan for Club Nintendo members. Club members receive points by sending in the serial numbers of Nintendo products that they've purchased. The collected points can then be redeemed for rare, club-exclusive goods through Nintendo. This summer, 1,000 lucky winners will receive a special edition Nintendo DS featuring a wire-frame etched drawing of their favorite Nintendo character. Five different colors are available, each one representing a specific Nintendo character: white for Mario, black for Koopa (Bowser in the U.S.), gray for Wario, blue for Yoshi and of course, pink for Peach! Only 200 units were made for each color. Winners can also have their name or a special message engraved just above the Nintendo logo (the sample picture says "Ninten Taro"), making each DS a one-of-a-kind collectible.



DRAGON QUEST VIII INTERVIEW



Released in November of 2004, *Dragon Quest VIII* quickly became the best-selling PlayStation 2 game in Japan. Over 3.6 million copies of the game were snatched up by fans of the series, which originated on the Famicom (NES) in 1986 and has been known in the U.S. as *Dragon Warrior*. Featuring characters designed by *Dragon Ball* creator



Yuji Horii and Akihiro Hino

TIPS & TRICKS senior editor Charlotte Chen recently met with the mastermind behind *Dragon Quest*, series creator Yuji Horii, to find out more about this important role-playing/adventure game. Level 5 president Akihiro Hino also took part in the conversation.

TIPS & TRICKS: *Dragon Quest VIII's release comes near the end of the PS2 life cycle, just like Dragon Warrior VII came near the end of the PS one life cycle. Why is there such a large gap in time between these two releases?*

Yuji Horii: It takes a lot of time to make the games. Only one team works on *Dragon Quest*. I intentionally keep the number of people involved low, since I like to keep a personal eye on every level of production.



T&T: *Dragon Quest VIII is visually quite different from previous Dragon Quest titles. However, there are some old-school traditions, such as random encounters. How did you decide which areas of the game would be modernized, and which ones would remain "classic"?*



Horii: The visuals changed tremendously, thanks to Level 5. We were able to make the world 3-D. However, the controls haven't changed. You can pick up and play. Despite the 3-D element, people can look at it and still recognize it is a *Dragon Quest* game. As for what to bring over from old

games, and what to change, it's all just my personal intuition.

T&T: *In Japan, Dragon Quest is such a popular series that there are laws in effect that say the games cannot be released on a weekday, otherwise no one will go to school or to work [since they'll be waiting in line at the stores]. Yet Dragon Quest has never taken quite the same foothold in America. In your personal opinion, what makes the Dragon Quest series resonate so strongly with a Japanese audience?*

Horii: It's because of how it [the game] looks—perception. It seems like Americans like games to look more realistic. Also, the original translation of *Dragon Quest I* was done in Old English, so there was definitely a problem with the quality of translation. This time, we were careful about selecting the translator, so that it's like British English. British English feels classic, but it's not too weird for Americans. Also, in *DQ VIII*, the voiceovers make the game more accessible.

T&T: *For the U.S. release, you're implementing spoken voices into the series for the first time. How much spoken dialogue will be in the game? Will there be separate English and Japanese audio tracks, and can you say who will do the voice acting? Also, does the hero ever speak?*



going to make him move around and speak, he's not going to.

Horii: There are no Japanese voices, and we are not ready to make an announcement about the voice actors. The hero himself does not speak, because essentially, the player is the hero. You immerse yourself in that role. The hero does not function without the direction of the player; unless the player is

T&T: *How do you feel about the next-generation systems?*

Horii: All three (PlayStation 3, Xbox 360 and Nintendo Revolution) are quite interesting, but I have not yet decided which hardware I'd like to support.

T&T: *In regards to Square Enix's "polymorphic content" business model, what do you think of the "Compilation of Final Fantasy VII"? Would you consider making a similar compilation surrounding a DQ game/series, if asked?*

Horii: In effect, we've always been polymorphic. There are *Dragon Quest* comics in Japan, along with music, dolls and other *Dragon Quest* games that feature the slimes or the monsters. If *DQ VIII* is successful in the West, it might trigger a chance of seeing such a compilation.

T&T: *What's your favorite game genre, and which Dragon Quest games do you like the best?*

Horii: I like RPGs in general. As for *Dragon Quest*, my personal favorites are *DQ III*, *DQ V* and *DQ VIII*. *DQ III* because the story in the first three games is connected, and I was able to perfectly complete the story in *DQ III* in a way I'm happy with. *DQ V* because it's about the relationship between a child and a parent, and family life. *DQ VIII* because it is totally 3-D; the background isn't just 2-D, it's real, and you can go into it and explore it. *DQ VIII* feels like a new launch for the series, a new starting point because this element was introduced.



T&T: *How did you make the decision to use Level 5 for development?*



Horii: Everything just kind of fell into place. When we were looking for ways to make *DQ VIII*, Level 5 approached us with a prototype that showcased their talents. I was blown away by how Akira Toriyama's graphics came to life.

Akihiro Hino: I was always a fan of *Dragon Quest*. It

was by playing *DQ III* that I fell in love with the series.

Horii: When I was 27, my very first PC was the same as the PC Mr. Hino used when he was just in elementary school. So maybe it was destiny!

T&T: *What advice do you give to aspiring young game designers?*

Horii: Don't just sit around and play the PC. Look for inspiration in different places, different cultures, and maximize your sources. Don't make a game by just looking at the screen; you need to look at the person who is sitting on the other side.



FINAL FANTASY

WORLD

Vol.
24

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY FORECAST

As promised last issue, here's more coverage of Square Enix's future plans for the *Final Fantasy* franchise, as revealed at the recent Electronic Entertainment Expo (E3).



Format: PS2

Release Date: 2005 (Japan), 2006 (U.S.)

During last year's E3, playable *FF XII* kiosks were all over the show floor, but this year, there were none. Only a trailer of the game was shown. Square Enix informed the media that a playable build will be available during a private show in Japan which will take place in late July. The U.S. release date is a vague "first half of 2006."



Format: DVD, UMD

Release Date: 9/13/2005 (U.S.), 9/14/2005 (Japan)

The wait will soon be over! Check out my coverage of the Square Enix pre-E3 press conference on page 64 to see a detailed description of the trailer that was shown to media.



Format: NTT DoCoMo FOMA 900i, 901i series cell phones (Japan), T.B.A. (U.S.)

Release Date: Available now (Japan), 2006 (U.S.)

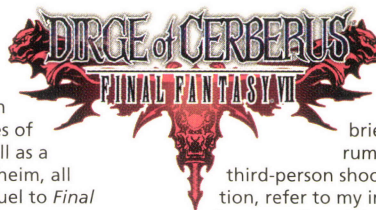
There's no solid U.S. release date yet, and I suspect it's because the U.S. cell phone market is more varied than Japan's. You play a Turk recruit working for Shinra, six years before *Final Fantasy VII*. See my interview with producer Kosei Ito on page 65 for more info and pictures.



Format: PSP

Release Date: T.B.A.

This is an action/RPG for the PSP. I wasn't given any screen shots, although a trailer of concept footage ran during the press conference. I saw images of Zack fighting and talking to Cloud as well as a scene of Sephiroth laying waste to Nibelheim, all of which implies that the game is a prequel to *Final Fantasy VII*, with Zack as a main character.



Format: PS2

Release Date: T.B.A.

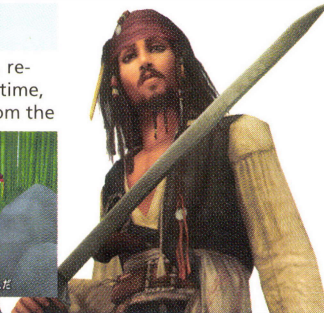
Some additional game footage of *Dirge of Cerberus* was shown in a brief trailer, confirming the rumors that the game will be a third-person shooter. For additional information, refer to my interview with *Dirge of Cerberus* producer Yoshinori Kitase on page 64.



Format: PS2

Release Date: 2005

Square Enix has been really stingy with *Kingdom Hearts II* info, revealing very few characters each time the game is shown. This time, however, there was a truly surprising cameo—Jack Sparrow, from the movie *The Pirates of the Caribbean: The Curse of the Black Pearl*! Jack and Elizabeth Swann appeared in the trailer, both rendered in the recognizable style of character designer Tetsuya Nomura. On the animated front, woman warrior Mulan shows up to fight alongside Sora. As for *Final Fantasy* cameos, Auron is still the only new character that has been revealed.





More Friends: Music from Final Fantasy



After the success of "Dear Friends: Music from *Final Fantasy*," which debuted on North American shores last year in the Walt Disney Concert Hall in Los Angeles, the concert went on tour across the country, enjoying resounding success wherever it played. On May 16, 2005, a new concert series titled "More Friends: Music from *Final Fantasy*" played at the Gibson Amphitheatre in Los Angeles, featuring conductor Arnie Roth, the World Festival Symphony and the CSUF University Singers. Many extras that fans have been clamoring for were added, including a live performance by Nobuo Uematsu's band, The Black Mages!

It got off to a late start, thanks to the security guards who randomly selected people to frisk and scanned everyone with handheld metal detectors. There was also a stand outside where you could buy merchandise, including a "More Friends" illustrated booklet which ran for \$25.00. Once the herd got inside and everything started, it was around 20 minutes after the concert was scheduled to begin.

This is the third Nobuo Uematsu concert I've attended, and it was definitely the best one so far—partially because some enterprising folks from Square Enix (Hi, Arecl!) and I snuck into some better seats before the concert

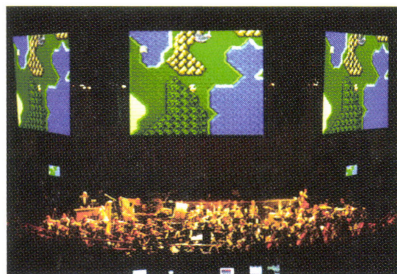


started. There were giant movie projector-style screens spread across the front of the amphitheatre, and this time the video feed seemed to go off without a hitch. James Arnold Taylor, the voice of Tidus in *Final Fantasy X*, reprised his role as the MC, doing a fantastic job, save for one minor misstep where he included a "shout-out" to a former Square Enix employee who was not in the audience at the time.

The performance of the first song, "Opening: Bombing Mission" from *Final Fantasy VII* marked the first time the song had been performed live. The popular "Aerith's Theme" and "Zanarkand" got bumped up to the second and third slots, and I'm happy to report that this time the accompanying video footage for "Aerith's Theme" was Sephiroth-free. There appeared to be a brief blackout of footage in the middle, but I'm guessing it was done to protect the .001% of the *Final Fantasy* crowd who are unspoiled when it comes to *Final Fantasy VII*'s most memorable moment.

One of the most amusing segments of the concert came when the orchestra performed "Swing de Chocobo," accompanied by game footage of chocobos from every *Final Fan-*

tasy game they've ever appeared in, in chronological order (with *Final Fantasy XII*'s bad-ass chocobos being a glaring omission). The crowd cheered when they showed Cloud riding a chocobo on the grounds outside Choco Bill's Chocobo Ranch. It would have been even better if the chocobos had been shaking their booties in rhythm, but at this point I'm just being greedy. *Final Fantasy XI* producer Yasu Kurosawa, who was sitting in front of me, reminded me that the chocobos got their names because the creator (whose name escapes me at the moment) liked chocolate so much.



After the intermission, during which I was amazed at the inflated prices for a single cup of beer (\$13.00!), the audience filed back in, broke or sober, and were treated to the first performance of the night by The Black Mages. The band consists of Tsuyoshi Sekito (guitar), Michio Okamiya (guitar), Nobuo Uematsu (organ), Kenichiro Fukui (keyboard), Keiji Kawamori (bass) and Arata Hanyuda (drums). Watching Uematsu-san rock out while dressed in traditional Japanese formal wear was surreal, though for many in the audience it was clearly bordering on a religious experience. The Black Mages play *Final Fantasy* battle music in a rock style, a combination of fusion and progressive rock that they simply describe as "instrumental rock." And it was *loud*. I'm amazed they didn't blow the orchestra right out of the pit. They performed two songs ("Battle 1~The Rocking Grounds~" from the Japanese *Final Fantasy III* and "Maybe I'm a Lion") and got the fans really riled up.



Right after experiencing the adrenaline rush of hearing The Black Mages perform, it was like getting hit in the face with a bucket of cold water when they segued straight into the quietly beautiful theme song from *Final Fantasy X*, "Suteki na de (Isn't it Wonderful?)." RIKKI, a petite young Japanese woman dressed in a lovely kimono, glided across the darkened stage, lit up by a single spotlight, and her haunting voice really brought the song to life, even as the video footage showed Tidus and Yuna reveling in their fledgling romance. The next vocalist, Emiko Shiratori, an older Japanese woman wearing a formal gown, took the stage right afterwards and sang the theme song from *Final Fantasy IX*, "Melodies of Life." Both of



these women are famous vocalists in Japan; at age 15, RIKKI was the youngest "Grand Prix" winner of the Japanese traditional folk music awards. Emiko's debut as a solo artist was in 1969, and she's been featured in the 1972 Sapporo Winter Olympics and the 1998 Nagano Winter Olympics.

The next part of the concert was a stirring recreation of the famous Opera House scene from *Final Fantasy VI* (a.k.a. *Final Fantasy III* for the Super NES). After years of merely imagining how the opera might have sounded, opera singers Stephanie Woodling (Mezzo-Soprano), Chad Berlinghieri (Tenor) and Todd Robinson (Bass-Baritone) give voice to a previously mute moment in gaming history. If you haven't played *Final Fantasy VI*, you owe it to yourself to give it a try.

When the opera ended, Uematsu-san came out on the stage to address the crowd. He was clearly still sweat-soaked from his previous performance, and he joked that he wanted to take a shower, and maybe drink a beer. He also mentioned that you can now download *Final Fantasy* soundtracks from iTunes "officially," and he emphasized the word "officially" by repeating it twice, in English, which was hilarious. He was teasing, of course, those fans of his who had been illegally downloading his music off the Internet. Right before wrapping up, he asked the audience which sound they preferred the most, the rock band or the orchestra. Although to my ears it clearly seemed like The Black Mages won this particular applause-o-meter competition, Uematsu said it sounded like a 50-50 split. Therefore, The Black Mages, the orchestra and the choir were all going to perform "One-Winged Angel" simultaneously!

The next part was an extremely weird series of false starts, as first one guitarist, then the other, accidentally unplugged from their amps. Even after the song began, Uematsu stopped the song two or three times by waving his hands, and the last time disappeared from the stage for so long that one of the guitarists started running back and forth in the back of the stage in a "Ministry of Silly Walks" fashion to amuse the audience. Whatever his reasons, Uematsu-san was eventually ready to perform, and the show went on. It was an incredible display of synchronicity between the orchestra, the rock band and the choir, and Sephiroth's video footage above just pulled it all together.





DIRGE OF CERBERUS FINAL FANTASY VII

Interview with Producer Yoshinori Kitase

At E3 2005, I was able to sit down with *Dirge of Cerberus: Final Fantasy VII* producer Yoshinori Kitase and ask him some questions during a shared interview with a journalist from a different outlet. The following is a brief transcription of the interview, which would be a bit more thorough if I hadn't experienced a technical malfunction which necessitated taking down notes in shorthand.

Q: What are some of the challenges you faced while making this game?

Yoshinori Kitase: This is a new shooting action/RPG. One of the most important things is gauging the response speed.

TIPS & TRICKS: This is a style of gameplay we haven't seen in any other Final Fantasy titles. Why did Square Enix decide on this particular game genre?

Kitase: I'm a big fan of action/gun games. The console quality has changed, and action games require high-quality programming. It's challenging to program for next-generation consoles [note: I assume he is still referring to the PS2] and learning new development skills is important.

T&T: Which action/gun games do you play?
Kitase: Medal of Honor and Half-Life.

Q: What do you mean by shooting action/RPG? What's the gameplay like?

Kitase: It's a simple third-person shooter. It's not just action, there are some RPG elements.

T&T: One common element in other shooting games is a multiplayer deathmatch mode. Have you considered implementing such a feature in *Dirge of Cerberus*, or is it going to be strictly single-player?

Kitase: We are thinking of new possibilities and features still.

Q: What happened to Vincent after Final Fantasy VII? Who is he fighting?

Kitase: The enemies are called DeepGround Soldiers. They're survivors, soldiers from Midgar who are living underground.

T&T: Why isn't there a playable copy of *Dirge of Cerberus* at this year's E3? Is there any possibility you are considering releasing it on the PS3 and the PS2?

Kitase: It is going to be released for the PS2. There's no playable at this E3 because we are working on the control, and want it to be the best possible. We might try to have a product to show at the Tokyo Game Show.

Q: Is Vincent the only playable character, and are there any other Final Fantasy VII characters in the game?

Kitase: You've seen in game trailers some scenario characters. As for Cloud, Tifa, etc., we're still thinking of whether to use them or not. The only playable character is Vincent. We're still thinking.

T&T: What exactly is "Cerberus"?

Kitase: This time around, [designer] Tetsuya Nomura created the weapon first. Vincent's gun consists of three barrels, which relates to the idea of the three-headed mythical dog. The first idea to call it Cerberus came from the weapon design.

Q: Is this a short or a long game? Is the emphasis on action or story?

Kitase: The emphasis is on the storyline. If it was just action, it'd be very boring. *Dirge of Cerberus* came out of the FFVII story; it inherits the FFVII experience.



T&T: In general, what do you think about Square Enix's "polymorphic content" business model? [Note: At an E3 press conference, Square Enix explained a new business policy of simultaneous creation in multiple mediums of the same content, instead of sequential. The "Compilation of Final Fantasy VII" is an example of polymorphic content.]

Kitase: From the perspective of the development team, it's easier to think of just one creation at a time. For example, with *Dirge of Cerberus*, it's quite challenging. This first compilation is very hard, but at the same time, it will be even more rewarding and satisfying in its aftermath.

Q: How do you hope FFVII fans will react to this game?

Kitase: We want them to be happy, but it's been a long time since FFVII. People have already formed their own ideas regarding the characters. We're just giving them an indicator—a hint—so the player can think about FFVII's world after the end of FFVII.



SQUARE ENIX PRESS CONFERENCE

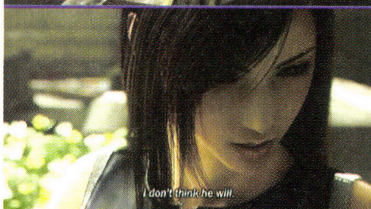
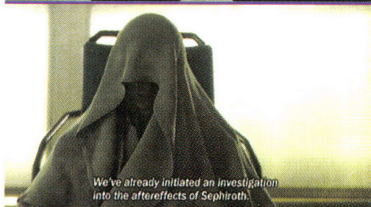


Yoichi Wada

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During the weeklong gaming fiesta of booze and babes known as the Electronic Entertainment Expo (E3), many companies tried to beat the rush by hosting private press conferences prior to the official opening of the show. Square Enix hosted its own on the morning of May 16, 2005, at the Paramount Pictures studio. These conferences are inevitably accompanied by dry "state of the company" speeches by corporate bigwigs. Square Enix President Yoichi Wada and Corporate Executive Shinji Hashimoto both took the stage. Before focusing on the main highlight of the conference, I should mention that Square Enix is adopting a new business policy of making what it calls "polymorphic content"—simultaneous creation in multiple mediums of the same content, instead of sequential. The "Compilation of Final Fantasy VII" is an example of polymorphic content.

During the conference, in addition to revealing its upcoming game lineup, Square Enix showed a trailer for *Final Fantasy VII: Advent Children*, complete with English subtitles. I've pulled some of the subtitled screens from the trailer and reprinted them below in the order in which they appear.



Interview with Kosei Ito

During a private interview at this year's E3, Producer Kosei Ito answered my questions regarding Square Enix's mobile games.

TIPS & TRICKS: What are the biggest differences between releasing cell phone games in Japan versus the U.S.?

Kosei Ito: There is a technology gap, with the U.S. being one year behind. It's catching up, and sometime this year I expect the U.S. will have the same technology as Japan.

T&T: In addition to the new game titles being announced, will Square Enix be expanding the library of downloadable wall-papers, ringtones, etc., from its various franchises?

Ito: Right now you can download ringtones to Verizon during the trial period. There are four tunes available from the ringtone provider.

T&T: Before *Crisis: Final Fantasy VII* has been available in Japan for a year. How will the U.S. version differ? Will there be any significant changes in game content?



Ito: We're not expecting changes in the content or main story.

We're meeting the demands of the fans, by following the same path we did in Japan. The technology in the mobile market changes rapidly, and trying to forecast changes really depends on a lot.

T&T: Can you describe the cooperative multiplayer aspect of *Before Crisis*? Are there significant differences between the playable characters?

Ito: Hmm, yes. There are some differences when you consider traditional MMORPGs and an MMORPG for mobiles. There are six jobs in this action/RPG. Depending on a player's skill, the story might change. Basically, the main play is single-player. With the mobile

connectivity, other players can show up to help you, maybe by providing magic materials, etc.

T&T: Is there a player vs. player option?

Ito: No. The main purpose of multiplayer is cooperation, not fighting. Also, the radio frequency is an issue in mobiles. While you're playing the game, the other functions of your mobile phone might interfere (you'll get a phone call, etc.). We've tried to make it so *Before Crisis: Final Fantasy VII* is enjoyable in short bursts, ten minutes at a time.

T&T: How will Square Enix handle the fees in the U.S.?

Ito: Well, the current service charges a subscription fee of .99 cents, or a monthly one-time unlimited fee of \$9.99, for playing *Musashi* on Verizon.



T&T: Final Fantasy II is being released on mobiles. What's the difference between this one and Final Fantasy: Origins on the PS one or FFI & FFI: Dawn of Souls on the Game Boy Advance? Why isn't this one a two-pack that includes FFI, like the previous re-releases?

Ito: There is a mixture of sound from the Famicom (NES) version with graphics from the PS one version. It was hard, because we're trying to take the best material from the PS one and the Famicom...the development was tough. There is a capacity issue, so there is no FFI included. In Japan, you can only use 500 kilobytes per month, so you need to limit yourself. There are different ways of charging fees in Japan, since it is per kilobyte. There are sometimes self-imposed limitations by the carrier. We similarly had to consider how to limit the capacity of the game. With modern technology like DVDs, we [game developers] have forgotten about the old constraints, but with mobile phones there are serious constraints in the Japanese market.

T&T: You're releasing Final Fantasy VII: Snowboarding on mobile phones. How likely is it that other Gold Saucer mini-games might follow?

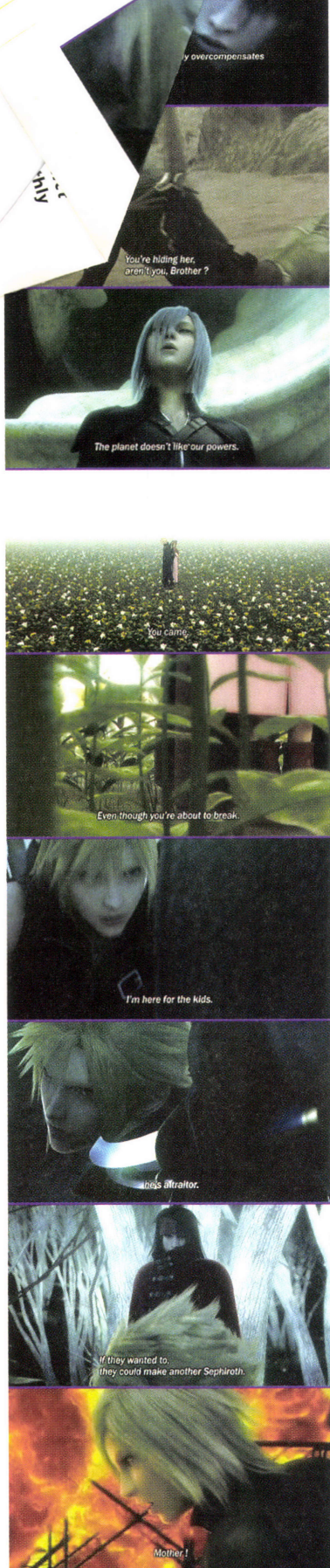
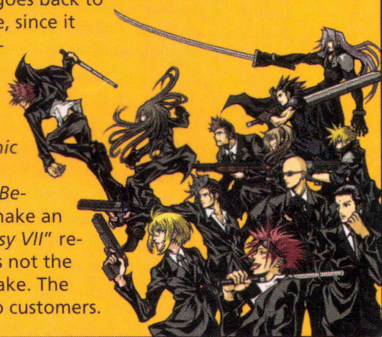
Ito: It depends on the popularity of FFXVII: Snowboarding.

T&T: What are the best and worst parts of working on mobile phone games?

Ito: The best and worst parts are the same. There are lots of limits when making mobile phone games. You have to be careful and quite serious during the planning and development stages. This is just like how the original games were created; it goes back to the core of initial game design. This is a good experience, since it feels like learning in a game development situation similar to what Famicom developers were in. When creating a game, this is a good thing, but the negative aspect is also the limitation.

T&T: What do you think about Square Enix's "polymorphic content" business model?

Ito: This can expand the gamer's experience as a whole. *Before Crisis* started development as a project on how to make an action/RPG for mobiles. "The Compilation of Final Fantasy VII" revolves around a franchise, but everything is separate. It's not the same story in each platform. They're also different to make. The main objective is to provide a better game experience to customers.



COLLECTOR'S CLOSET

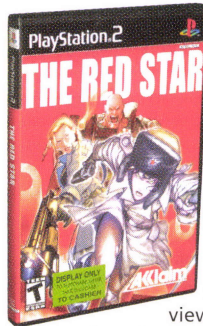

Vol. 46

if you plan to save up to buy a rare Turbo game, an obscure controller, a limited Game Boy Pocket leather Killer Ins jacket? If so, this month's collectors' column is for you.

COLLECTING...EMPTY BOXES?

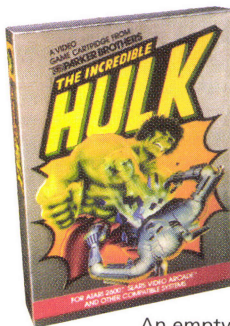
Most video-game collectors have two different types of games in their collections: "loose" games (with no box or instruction manual) and "complete" games (with all of their original retail contents intact). Some games were never packaged in boxes, and in some very unusual instances, some boxes were actually produced without games! Here's a look at some different types of video-game boxes that are worth displaying in your "room of doom" even if they're empty.

• **Rental boxes**—Many video rental stores display empty boxes on their shelves for customers to examine, and there have been a few instances where special boxes were created just for this purpose. Both *Earthbound* and *Mario Paint* for the Super NES were packaged in oversized boxes unsuitable for display, so both games had standard-size boxes printed specifically for the rental market. *Mario's Tennis* was packaged with Nintendo's Virtual Boy system and came with no box, so a special display box was created to allow Blockbuster Video stores to rent the game. Rental boxes are not always tough to acquire, since most rental stores sell their games in these boxes after their popularity declines. Unfortunately, they often take a beating and get plastered with stickers, so condition can be a problem.



• **Retail boxes**—Many video-game retailers get display boxes for not-yet-released games in order to build hype and attract pre-orders. When a game gets cancelled at the last minute, that's your cue to start begging for the empty box for your collection! We scored this display box for the unreleased PS2 game *The Red Star* from a local Toys 'R' Us clerk who followed the game industry and knew that the game's publisher, Acclaim, was no longer in business. It never hurts to ask....

• **Press promo boxes**—In rare instances, publishers will send game reviewers advance copies of their products in mock-up boxes to give the media an idea of what the games' final packaging materials will look like. Even without a game inside, this promo box for the unreleased Sega CD game *Penn & Teller's Smoke & Mirrors* would stop your fellow collectors in their tracks if they saw it on your shelf with the rest of your Sega CD games.



• **Advertising prop boxes**—Most collectors would run over their own grandmothers for a chance at an advertising prop box for an unreleased game like Parker Bros.' *The Incredible Hulk* for the Atari 2600. This one-of-a-kind example was created for a catalog photo shoot back in the early '80s. Unfortunately, the game itself has never been seen, not even in prototype form. Prop boxes like this one are often made for magazine ads, TV commercials or trade show exhibits, but they rarely make it into collectors' hands.

An empty box will never be a primary goal for most collectors, but it can add a special touch to a shelf display and make your fellow collectors jealous, especially if it's a box for an unreleased game. For future generations, it may even serve as the only evidence that a particular game ever existed.

AUCTION Action

Video-Game Goodies Sold in Recent Online Auctions

Pac-Man Coin Bank
High Bid: \$49.90



Super Bomberman Party Pak Super NES Game w/Super Multitap
High Bid: \$91.00

Gitaroo Man PlayStation 2 Game
High Bid: \$89.95



NeoGeo Pocket T-shirt
High Bid: \$19.99

ROOM OF DOOM

This month's featured game collection belongs to Jesse Kopistra of Downey, California. Jesse's "Room of Doom" holds 19 game systems, 10 of which are handhelds. We can also see six vintage Nintendo Game & Watch units and over 25 different Sonic the Hedgehog games.

We invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell us about the highlights of your collection.





Collecting Video-Game Pins

Pin collecting is a popular hobby that predates video-game collecting by...oh, about a century. Thousands of people collect metal pinback buttons, badges and lapel pins made of various materials such as pewter or cloisonne (metal/enamel). And just as video-game collectors will often "specialize" in one particular game system or gaming genre, most pin collectors focus on one particular category of pin types. The most popular categories are political pins, commemorative Olympic pins, Disney-related pins and pins from the Hard Rock Cafe restaurant chain. But what about video game-related pins? Does anybody collect 'em?

Game publishers have been using pins to help promote their newest releases since the early '80s, but video-game pin collecting is basically uncharted territory at this point. There's no organized group of video-game pin collectors to compare notes with, no price guide and very little competition to drive up those eBay prices. Unfortunately, the downside is that many video-game pins were produced in limited quantities and distributed only at local promotional events and trade shows, so they're not very easy to find "in the wild." We've seen 'em at flea markets, garage sales and pawn shops...and it never hurts to ask the employees at your local video game store if they have any promotional pins that they'd be willing to part with.

One of the best things about collecting video games is the fact that you can actually play the games in your collection (as opposed to stamp collecting or trading card collecting, where you can't really do anything with your collectibles other than look at them). Pin collecting has a similar benefit, because you can wear your collectibles and show them off in public. Pins are very inexpensive, they're easy to display and they don't take up a lot of space, making them a perfect choice if you're looking to add some unique gaming memorabilia to your collection.

CLASSIC GAMING EXPO 2005 SNEAK PREVIEW

This year's Classic Gaming Expo takes place on August 20 and 21 in the Hyatt Regency Hotel at the San Francisco Airport in Burlingame, California. As we anticipate this year's crop of keynote speakers, museum pieces, auction items and arcade games set on "free play," several exhibitors have given us a sneak peek at the collectibles they plan to sell on the show floor.

- The biggest pre-show buzz centers

around Messiah Entertainment, which promises to reveal its Generation NEX game system, a NES- and Famicom-compatible console with built-in 2.4 GHz wireless controller

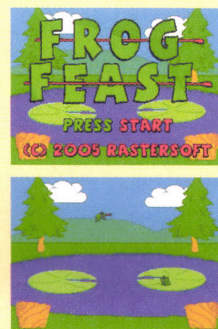


support. Standing just 1.5 inches high, the Generation NEX carries a suggested retail price of \$59.99. Those who pre-order the machine online at www.playmessiah.com can pick it up at the expo.

- Oldergames.com will introduce a brand new cartridge game for the Sega Genesis system: *Beggar Prince* is a newly-translated version of a role-playing game called *Xin Qi Gai Wang Zi*, which was developed in China by C&E Inc.



- Oldergames is also gearing up for a multiplatform introduction of a "homebrew" game called *Frog Feast* by developer Rastersoft. We're not sure which versions will be available at the expo, but the game is being developed simultaneously for the Sega CD, Turbo Duo, Jaguar CD, Neo•Geo CD, CD-i, CD32 and FM Towns Marty systems. (!)



For more information about the Classic Gaming Expo, visit the official Web site at www.cgexpo.com.



PlayStation 2 tips

007: NIGHTFIRE

Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mode in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

Driving Cheats

Enter the following codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration). The "speed" and "motion blur" codes can be disabled by entering the same code again.

Vehicle Armor—Hold L1, press \square , Δ , \square , \square and release L1

Double Speed—Hold L1, press \square , Δ , \square , \square , \square and release L1

Display Motion Blur—Hold L1, press \square , \square , \square , \square and release L1

Double Speed + Display Motion Blur—Hold L1, press \square , Δ , \square , \square , \square and release L1

Drive the Combat Utility Vehicle—Hold L1, press \square , Δ , \square , \square and release L1 (Note: This code only works in the Enemies Vanquished mission)

Secret Shelby Cobra race—Hold L1, press \square , \square , Δ and release L1 (Note: This code only works in the Enemies Vanquished mission)

4X4 EVOLUTION

Secret Codes

Enter any of the following codes at the title screen:

Unlock all cheat trucks—L1, L2, R1, R2, L1, R1

Start with \$1,000,000—L2, \square , R1, \square , R1, L1, \square , L2, \square , R2, \square , R1

Slow-mo mode—L1, L2, R1, R2, \square , \square

Warp speed mode—L1, L2, R1, R2, \square , \square

AIRFORCE DELTA STRIKE

Cheat Code

At any time during the game, press START to pause, then enter the following code at the "Pause" screen: Press Up, Up, Down, Down on the left analog stick, press Left, Right, Left, Right on the right analog stick, then press L3, R3 (push the analog sticks until they click). You'll hear a chime to confirm the code; when you un-pause, you'll see that your missiles and damage gauge have been refilled. Note: This code only works once in each mission.

ALIEN HOMINID

Unlock Hats

Select "Options" from the main menu, then enter the "Player 1 Setup" option and select "Name." Enter any of the following names to unlock the specific hat.

A B E—Unlock top hat

A P R I L—Unlock blonde wig and pearl necklace

C L E T U S—Unlock ski hat

D A N D Y—Unlock sunflower cap

G O O D M A N—Unlock curly hair

G R R L—Unlock flower wreath

P R I N C E S S—Unlock tiara

S U P E R F L Y—Unlock afro

T O M F U L P—Unlock shaggy wig

AMPLITUDE

Cheat Codes

Enter the following codes at any time during gameplay. If entered correctly, you will hear a confirmation sound. You must exit out of the song by selecting "Quit" and start a new song in order for the codes to take effect; selecting the "Restart" option will not activate the codes.

Up, Left, Down, Right, Up, Right, Left, Down, \square , \square , \square , \square —All power-ups unlocked

\square , \square , \square , \square , Up, Right, Left, Down, Down, Right, Left, Up—All songs unlocked

\times , \times , Left, Left, R3, R3, Right, Right—Alternate note positions

L3, L3, L3, R3, R3, R3, L3, L3, L3—Tunnel/Tempt mode

R3, R3, R3, R3, L3, L3, L3, R3—Blurry mode

L3, L3, L3, L3, R3, R3, R3, L3—Monkey Heads for note gems

R3, L3, R3, R3, L3, R3, L3, R3—Black instrument panels

L3, R3, L3, R3, L3, R3, R3, L3—Transparent instrument panels

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.

F R E E P L A Y—Unlock all levels

N O D I E—Invincibility

N O S E E U M—Invisibility

G I M M E—All weapons

S H O R T Y—Tiny player

I M H U G E—Giant player

T H D O T E S T—Debug info

ATV OFFROAD FURY

Secret Codes

At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.

C H A C H I N G—Unlock all ATVs

W H A T E X I T—Unlock all tracks

A L L O U T A—More aggressive opponents

ATV OFFROAD FURY 2

Secret Codes

Select "Profile Editor" from the main menu, then select "Unlock Items" and choose the "Cheats" option. Enter any of the following codes at the next screen that appears. A special message will appear to confirm each code.

I G I V E U P—Unlock almost everything

F L Y P A P E R—Wrecks disabled

G A B R I E L—Unlock San Jacinto Isles

E A T D I R T—Aggressive AI enabled

ATV OFFROAD FURY 3

Cheat Codes

Choose "Options" from the main menu, then select "Player Profile" and access the "Enter Cheat" option. Now enter any of the following codes. (Note that there are two zeroes in the "all ATVs" code; that's not the letter "O.")

I M P @ T I E N T—Unlock all events

N O M O N E Y \$—Unlock all ATVs except the G-Ride or Fury bike

F O O D S T A M P S +—Add 1,500 credits

N O S K I L L S—Unlock Ravage Talons

R O C K N R O L L—Unlock all music videos

T H I C K = R U B B E R—Unlock all tires

E N V I R O N M E N T—Unlock all exhausts

M I X : M A T C H—Unlock all bike parts

S L A C K E R !—Unlock everything except the Fury bike

S N O W B A T S—Unlock all tracks

F I T S—Unlock all rider gear

BALDUR'S GATE: DARK ALLIANCE

Play as Drizzt Do'Urden

At the character select screen, hold L1 + R1 + Δ and press \times . You won't see or hear any special indication that the code worked until you begin your game.

Level Warp & Invincibility

At any time during gameplay, hold L1 + R2 + Left + Δ and press START. After entering the code correctly, a special menu will appear.

Power-Up Your Character

At any time during gameplay, hold L1 + R2 + Left + Δ and press R3 (push the right analog stick). Your character's level will be set to 20 and you'll have 75,000 gold and all level 1 feats. This code will only partially work if you are using Drizzt.

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers for this trick. Pause the game and select the "Change Players"

menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items.

Invincibility/Level Warp

At any time during gameplay, hold L1 + R1 + Δ + \square + \times + \square and press the START button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysaran.

Level-Up Cheat

At any time during gameplay, hold L1 + R1 + Δ + \square + \times + \square and press the L2 button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold L1 + R1 and enter any of the following codes:

Full health and mana—Left, Left, Right, Right, Up, Down, Up, Down

Can't be struck—Left, Right, Left, Right, Up, Down, Up, Down

Can't be hurt—Right, Left, Right, Left, Up, Down, Up, Down

Damage x 100—Up, Down, Up, Down, Left, Right, Left, Right

10,000 silver pieces and 100 adderstones—Up, Up, Down, Down, Left, Right, Left, Right

Unlock all levels—Right, Right, Left, Left, Up, Down, Up, Down

BATTLESTAR GALACTICA

Cheat Code

Choose "Options" from the main menu, then select "Extras" and press Up, Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press Down, Down, Left, Down, Down, Up, Right, Right at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BLOODRAYNE 2

Cheat Codes

Select "Extras" from the main menu, then select "Enter Cheat" and enter any of the following codes. You can also enter the cheats by selecting "Cheats" from the Pause menu. Note: To enter a code correctly, you must press START to accept the last (highlighted) word of the phrase. If you insert the last word and then press START, the code will not be accepted. Some cheats must be activated from within the Pause menu after the code has been entered.

Blue Green Purple Imp—Freeze enemies

Uber Taint Joad Durf Kis—God mode

Quantum Lament Distorted Doting—Time factor

Whack This Molesting Ninja—Refill ammo

Cargo Fire Imp Kak—Credit Carnage 1,000 points

Late Nurture Qweef Super—Credit Gun 1,000 points

Whiskey Fake Kablow Shoot—Enable all gun modes

Bone This Curvy Vote—Enable all combos

Blank Ugly Pustule Eater—Enable all powers

Nurture Happy Pustule Erasure—Restore health

Naked Juggy Resistance Pac—Fill bloodlust

Pimp Reap Dark Dark Muse—Unlimited rage

Terminal Reality Super Uber XXX Vacate—Unlimited health

Ugly Dark Heated Orange Quaff—Unlimited ammo

Fake Bust Cunningly Distorted—Juggy mode

Dodge This Moist Pimp—Gratuitous dismemberment

Anomalies Are Juan Insulated—Unlock level select

This Dark Distorted Reality—Unlock Overlord

Ardent Hungry Naked Ninja—Unlock slideshows

Pension Reap Super Vulgar—Unlock movies

Whack Lick Erotic Cunningly—Unlock outfits

CALL OF DUTY: FINEST HOUR

Unlock All Single Player Levels

(Note: You'll need two controllers to enter this code.) Select "Single Player" mode and enter your player's name. When the level-select screen appears, hold Up on Controller 2 and press START, SELECT, SELECT, \square on Controller 1 to unlock all levels.

CASPER: SPIRIT DIMENSIONS

Cheat Code

At the title screen, press L1 + L2 + R1 + R2 and hold all four buttons down until you hear a chicken make a clucking noise. Now begin a game and Casper will start with the Ghost Power, Fire Enhance and Ice Enhancer spheres.

THE CAT IN THE HAT

Cheat Codes

At the main menu or the Start Game menu, hold \square + R1 + R2 and enter any of the following codes. Note that many of the codes can also be entered in the same way at the Pause menu during the game, where it may be more appropriate to do so (e.g. the "current level" codes).

Infinite health— \square , L1, L1, L2, L2, Up, Down, Up, Down

Infinite lives— \square , L2, L2, L1, L1, Down, Down, Up, Up, Down

Add 10 Magic—L1, Down, L1, L2, \square , Down, Up, Down, Up, Up

Add 100 Magic—Up, L1, L2, \square , Down, Down, Up, Down, Up, Down

Get all four bonus level keys in current Level— \square , L2, Down, L1, L1, Up, \square , Down, Up, Down

Unlock all levels—Down, L2, Up, L1, \square , Down, Down, Down, Down, Up

Unlock "Seussian Secret Level" at the Start Game menu— \square , L2, Up, \square , L1, \square , Down, \square , Down

Unlock bonus level select option at the Start Game menu— \square , Up, L2, L2, L1, \square , Down, \square , Up, Up

Unlock all Gallery items— \square , Down, L2, Down, L1, \square , Up, \square , Down, Down

Enable level warp—Down, L2, L2, Down, Up, Up, Up, Down (with this code in place, you can hold L1 and press L2 to warp to the starting point of the next area in the current stage, or hold R1 and press R2 to warp to different locations within the same area)

Complete game by finishing the current level— \square , L2, L2, Up, L1, Up, Up, Down, Up, Down

Flycam mode—Down, L2, \square , Up, L1, Down, Down, Up, Down, Down (use the analog sticks and buttons to move the camera around)

CONSTANTINE

Cheat Codes

At any time during gameplay, press the SELECT button to bring up the Journal. Now enter any of the following codes at the Journal screen:

Unlimited ammo— \square , R2, R2, Left, Right, Left, Right, \square , Left, Right

Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, \square , \square

Level skip—Right, Left, Right, Left, Right, Left, \square , \square , \square , \square , \square , \square , \square

Infinite Magic Power—Left, Right, Right, Left, Left, Right, Right, Left, \square , \square

First-person mode—R2, L2, L2, R2, Left, Left, Right, Right

Demons have big heads—R2, Left, Right, Left, Left, Right, Left, R2

One-shot kills—R2, Left, Right, Right, Right, Right, □, □
 Slow-motion enemies—□, R2, Right, ○, ○, ○, Left, Left
 Blurry vision—□, R2, R2, ○, ○, Right, Right
 Rapid-fire Purger—R2, Left, L2, Left, □, ○, ○, Rapid-fire Holy Shotgun—L2, Left, R2, Left, ○, □, ○
 Holy Water grenades—Right, Left, □, ○, □, ○, Left, Right
 Gun shoots large fireballs—○, ○, ○, Left, Right, Right, Left, Left, Right
 Gun shoots small fireballs—○, ○, ○, Left, Right, Right, Left, Right, Left
 Gun shoots green fireballs—○, ○, ○, Left, Right, Right, Left, □, □
 Gun shoots purple fireballs—○, ○, ○, Left, Right, Right, Left, ○, ○
 Display game timer—○, ○, ○, ○, □, □, □, □, Left

DAVE MIRRA FREESTYLE BMX 2

Cheat Codes

The following codes can be entered at the main menu:

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, □
 Unlock all movies—Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, □
 Unlock secret pieces in Park Editor—Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, Right, □
 Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □

DEER HUNTER

Cheat Codes

Choose "Credits" from the main menu, then enter any of the following codes while the credits are rolling. A confirmation message will appear each time you enter a cheat correctly. Note: A "+" symbol between two buttons indicates that those buttons must be pressed simultaneously:
 Unlock all levels—△ + ○, Down, Left, Up, Right
 Infinite ammo—□ + X, Left, □ + X, □ + X
 Animals ignore you—△ + ○, Left, L2, Down, Down
 Enable fast walking—△ + ○, L1, Up, Up, Up
 Enable easy hits—△ + ○, Left, L2, Up, Down
 Enable cheat to deer—△ + ○, L1, Left, Left, Up (with this code in place, press L3 + R3 simultaneously to warp closer to the nearest animal)
 Show animals on GPS—△ + ○, Left, L2, Left, Down
 Large critters—□ + X, □ + X, Left, Left
 Stick it to the other hunters—△ + ○, □ + X, □ + X, □ + X (with this code in place, you can shoot the other hunters with your bow and they will walk around with the arrows sticking out of their bodies)

DEVIL MAY CRY 3: DANTE'S AWAKENING

Unlock All Costumes, Difficulty Settings and Gallery Items

At the title screen hold L1 + L2 + R1 + R2 and press Up, Down, Right, Left, Up, Down, Right, Left, Up, Down, Right, Left, Up, Down, Right, Left. You will hear a voice say "Devil May Cry" to confirm that the code has been entered correctly.

DOWNFORCE

Secret Codes

Enter any of the following codes at the main menu. After entering each one correctly, the car selection screen will appear and you'll automatically proceed to the corresponding game mode. Access Crash Arena for one player—Left, Right, Right, □, Down, △, □, □
 Access Crash Arena for two players—Right, Left, Left, □, Up, △, □, □
 Unlock all Trophy stages—Right, Right, ○, Left, L1, ○, R1, ○
 Unlock all Championship modes—Down, ○, Up, Down, ○, ○, R1, L1

DRAGON BALL Z: BUDOKAI 2

Earn All Capsules

Choose "Edit Skills" from the main menu and choose your memory card. At the Edit Skills menu, highlight "Skill List" and press X to enter it, then hold the L2 button and press △ to return to the Edit Skills menu. Each time you do this, up to five random capsules will be added to your collected skills. If you simply hold L2 and keep entering and exiting the skill list, you'll see your skill percentage continue to rise until you eventually unlock everything in the game. (Note: As you approach 100%, it takes longer to get the last few capsules because you'll keep getting duplicates of capsules you already own.)

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.
 Unlock Wu Kingdom characters—□, □, R2, R2, R1, R1, □
 Unlock Shu Kingdom characters—□, □, R1, R1, □, □, R2, R2
 Unlock all characters—□, R1, □, R2, □, R2, R1
 Select either side in Free Mode—Hold down △ and press R1, L1, L2, R2, R1, L1, L2, R2
 Unlock all stages in Free Mode—Hold down □ and press L1, R1, R2, L2, L1, R1, R2, L2
 Unlock BGM Test—L1, L1, L1, R1, R1, L1, L2, R2
 Unlock Opening Edit—R2, R2, R2, L2, L2, R1, L1
 Unlock Wei Kingdom characters—□, □, □, □, R2, R2, R1, R1

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each code correctly.
 Unlock all Free Mode stages—R1, R2, L2, L1, □, L1, L2, R2, R1, △
 Unlock all movies in Movie Gallery—△, L1, △, R1, △, □, L2, □, R2, □
 Unlock "Opening" item in Options—R1, □, R1, △, R1, L1, □, L1, △, L1
 Unlock all Sound Test BGMs—L1, L1, R1, L2, L2, R2, R2, □, △
 Unlock all Shu characters—L1, □, △, R2, L1, L2, L2, R1, □, L1
 Unlock all Wu characters—△, △, L1, □, R1, R2, L1, L2, L2
 Unlock all Wei characters—L2, L1, □, △, L1, L2, R1, R2, L1, L2
 Unlock all characters—R2, R2, R2, L1, △, L2, L2, R1, □

EXTREME G III

Secret Cheats

At the "Game Modes" screen, enter any of the following codes. A special message will appear after entering a code correctly.
 Win next race—L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2
 Infinite ammo—L2, R2, L1, R1, L2 + R2, L1 + R1
 Infinite shield—L1 + R1, L2 + R2, L1 + L2, R1 + R2
 Unlock all tracks—L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2
 Start with 500,000 credits—L1, L1, L1, L1, L2, L2, L2, L2, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2
 Double prize money—L1, L2, R2, R1, R2, L2, L1

FIGHT NIGHT: ROUND 2

Unlock Fabulous

Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETFAB" as the character's first name and exit Create Champ mode. Fabulous will now be unlocked in Play Now and Career modes.
 Tiny Fighters
 At the "Select Venue" screen, press and hold Up on the D-pad for three seconds. A bell sound will confirm correct code entry.

FINDING NEMO

Cheat Codes

Enter any of the following codes at the main title screen:
 Unlock all levels—△, △, △, □, □, ○, □, △, ○, □, △, □, △, △, △, △
 Invincibility—△, □, □, ○, ○, ○, △, △, □, □, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○
 Unlock secret level / view cinematics—△, □, ○, ○, □, △, △, □, ○, ○, ○, △, △, □, ○, ○, □, △, △, ○, ○, △, △

FLATOUT

Cheat Codes

When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name.
 GIVE CASH—Start with \$40,000
 GIVE ALL—Unlock all cars and races
 RAGDOLL—Throw driver at any time by pressing the Gear Up button

FREAKY FLYERS

Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FREEDOM FIGHTERS

Cheat Codes

Enter the following codes at any time during gameplay:
 SMG and misc. items—△, X, □, ○, △, Up
 Shotgun and misc. items—△, X, □, ○, △, Up
 Heavy Machine Gun and misc. items—△, X, □, ○, △, Down
 Sniper Rifle and misc. items—△, X, □, ○, △, Right
 Rocket Launcher and misc. items—△, X, □, ○, △, Left
 Maximum Charisma—△, X, □, ○, X, Down
 Infinite ammo—△, X, □, ○, X, Right
 Toggle Nailgun Mode—△, X, □, ○, X, Left
 Toggle slow motion—△, X, □, ○, X, Right
 Toggle fast forward—△, X, □, ○, X, Down
 Toggle FlyMo Ragdoll Mode—△, X, □, ○, X, Up
 Toggle Blind Mode—△, X, □, ○, X, Left

FUTURAMA

Cheat Codes

At any time during the game, hold L1 + L2 and enter any of the following codes:
 Invincibility—Down, □, △, Down, □, △, ○, X, R2, △, SELECT
 Max. ammo—Down, □, △, Down, □, △, ○, X, R2, Right, SELECT
 Max. Special Move charges—Down, □, △, Down, □, △, ○, X, R2, Left, SELECT
 Five additional lives—Down, □, △, Down, □, △, ○, X, R2, Down, SELECT
 Refill health meter—Down, □, △, Down, □, △, ○, X, R2, Up, SELECT
 Unlock all movies, music and gallery pictures—Down, □, △, Down, □, △, ○, X, R2, SELECT

THE GETAWAY: BLACK MONDAY

Silenced Weapons

During the video sequence that appears at the start of the game (before you press START to access the main menu), press Up, Down, Left, Right, △, Up, Down, Left, Right, □. You will see the screen flash green to confirm the code.

GHOSTHUNTER

Refill Health Automatically

At any time during gameplay, press and hold Right + L3 simultaneously for five seconds, then press △. Your energy meter will continue to fall, but will reset back to 100 when it reaches 0.

GOLDENEYE: ROGUE AGENT

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:
 Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left
 Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down
 Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up, Up
 Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up
 Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down
 Pause Menu Codes
 At any time during the game, press START to pause, then enter any of the following codes at the Pause menu:
 Full health and armor—R1, R1, R2, L2, R2, R1, L2, R1
 Unlock all GoldenEye powers—L1, L1, R2, R2, R1, R2, L2, L2
 Full GoldenEye power—L1, R1, L1, L2, L2, R2, R1, L2

GRAND THEFT AUTO: SAN ANDREAS

Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Some of the codes cannot be deactivated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file and your save file may become corrupt. Activating certain cheats will lower your in-game ranking. Also, some of the codes may cause unpredictable results which may cause the game to "crash" or behave strangely, especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

Full health, body armor and \$250,000, repair damage to current vehicle—R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up
 Weapons Set 1 (Brass Knuckles, Baseball Bat, Handgun, Shotgun, Uzi, AK-47, Rifle, Rocket Launcher, Molotov Cocktails and Spray Can)—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up
 Weapons Set 2 (Knife, Handgun, Saw-Off Shotgun, Tec-9, M4 Carbine, Sniper Rifle, Flamethrower, Grenades and Fire Extinguisher)—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left
 Weapons Set 3 (Chainsaw, Silenced Handgun, Combat Shotgun, MP5, M4 Carbine, SAM Missile Launcher and Satchel Charges)—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down
 Unlimited ammunition—L1, R1, □, Left, R2, R1, Left, □, Down, L1, L1
 "Wanted" level +2—R1, R1, □, R2, Left, Right, Left, Right, Left, Right
 "Wanted" level 6—○, Right, ○, Right, Left, □, X, Down
 "Wanted" level 0—R1, R1, □, R2, Up, Down, Up, Down, Up, Down
 Lock "Wanted" level at the current number of stars—○, Right, ○, Right, Left, □, X, Up
 Invulnerable to melee attacks and some types of weapons—Down, X, Right, Left, Right, R1, Right, Down, Up, □ (Note: Your game may crash if you trigger a cutscene while this code is active)
 Super punching ability—Up, Left, X, △, R1, ○, ○, L2
 Super high jump ability—Up, Up, △, △, Up, Up, Left, Right, □, R2, R2
 Infinite lung capacity (never drown)—Down, Left, L1, Down, Down, R2, Down, L2, Down
 CJ never gets hungry—□, L2, R1, △, Up, □, L2, Up, X
 CJ never gets hungry (same as above)—Up, Down, Down, Left, Right, L1, L1, R1, R1, R2, Maximum weapon skills—Down, □, X, Left, R1, R2, Left, Down, Down, L1, L1
 Maximum vehicle skills—□, L2, X, R1, L2, L2, Left, R1, Right, L1, L1, L1
 Maximum respect—L1, R1, △, Down, R2, X, L1, Up, L2, L2, L1, L1
 Maximum muscle—△, Up, Up, Left, Right, □, ○, Left
 Maximum fat—△, Up, Up, Left, Right, □, ○, Down
 Minimum muscle and fat—△, Up, Up, Left, Right, □, ○, Right
 Maximum sex appeal—○, △, △, Up, ○, R1, L2, Up, △, L1, L1, L1
 CJ is instantly wasted—Right, L2, Down, R1, Left, Left, R1, L1, L1
 Fast game clock—○, ○, L1, □, L1, □, □, L1, △, ○, △
 Slower game speed—△, Up, Right, Down, □, R2, R1 (enter this code repeatedly to increase its effect)
 Faster game speed—△, Up, Right, Down, L2, L1, □ (enter this code repeatedly to increase its effect)
 Adrenaline mode (CJ is stronger, game moves in slow motion)—X, X, □, R1, L1, X, Down, Left, X
 Beach party (all random pedestrians wear beach attire, CJ wears shorts and flip-flops)—Up, Up, Down, Down, □, ○, L1, R1, △, Down
 Circus mode (all random pedestrians are fast food workers and clowns, CJ is dressed as a clown, all random vehicles are hot dog trucks and other funny vehicles)—△, △, L1, □, □, ○, □, Down, ○
 Sex Toy mode (more prostitutes and pimps on the streets, CJ is dressed in gimp suit and attracts prostitutes)—○, Right, □, L2, X, △, X, △
 Ninja mode (all random pedestrians are Asian and carry katanas, CJ gets a katana, most random vehicles are black motorcycles, all randomly-colored vehicles are black)—X, X, Down, R2, L2, ○, R1, ○, □
 Country mode (all random vehicles are country vehicles like Ranchers, Tankers, Wayfarers and Freeways)—L1, L1, R1, R1, L2, L1, R2, Down, Left, Up
 Country mode (same as above)—△, Left, □, R2, Up, L2, Down, L1, X, L1, L1, L1
 All random pedestrians are Elvis—L1, ○, △, L1, L1, □, L2, Up, Down, Left
 All pedestrians are gang members—L2, Up, R1, R1, Left, R1, R2, Right, Down
 Increased gang activity (more groups of gang members on the streets)—Left, Right, Right, Right, Left, X, Down, Up, □, Right
 Pedestrians have weapons—R2, R1, X, △, X, △, Up, Down
 Pedestrians riot—Down, Left, Up, Left, X, R2, R1, L2, L1
 Pedestrians attack you—Down, Up, Up, X, R2, R1, L2, L2

Remove nearly all traffic and pedestrians—**X**, Down, Up, R2, Down, **Δ**, L1, **Δ**, Left
 Recruit anyone (A)—Down, **□**, Up, R2, R2, Up, Right, Right, Up (Note: This code allows C to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Handgun)
 Recruit anyone (B)—R2, R2, R2, **X**, L2, L1, R2, L1, Down, **X** (Note: This code allows C to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Rocket Launcher)
 Prostitutes pay you instead of taking your money—Right, L2, L2, Down, L2, Up, L2, R2
 All vehicles in the vicinity explode—R2, L2, R1, L1, L2, R2, **□**, **Δ**, **Δ**, **Δ**, L2, L1
 More aggressive drivers—R2, **○**, R1, L2, Left, R1, L1, R2, L2
 More aggressive drivers (same as above)—Right, R2, Up, Up, R2, **□**, **Δ**, R2, L1, Right, Down, L1
 All traffic lights remain green—Right, R1, Up, L2, L2, Left, R1, L1, R1, R1
 Invisible vehicles—**Δ**, L1, **Δ**, R2, **□**, L1, L1
 Most random vehicles are sports cars, top speed of land vehicles is increased—Up, L1, R1, Up, Right, Up, **X**, L2, **X**, L1
 BMX can bunny hop over massive distances—**Δ**, **□**, **○**, **Δ**, **○**, **○**, L1, L2, L2, R1, R2
 Vehicles are invincible and can instantly destroy anything—L1, L2, Up, Down, Down, Up, R1, R2, R2
 Cars float away when hit—**□**, R2, Down, Down, Left, Down, Left, Left, L2, **X**
 All taxi cabs equipped with nitrous and can jump by pressing R3—Up, **X**, **Δ**, **X**, **Δ**, **X**, **Δ**, R2, Right
 All cars equipped with nitrous—Left, **Δ**, R1, L1, Up, **□**, **Δ**, Down, **○**, L2, L1, L1
 All randomly-colored vehicles are black—**○**, L2, Up, R1, Left, **X**, R1, L1, Left, **○**
 All randomly-colored vehicles are pink—**○**, L1, Down, L2, Left, **X**, R1, L1, Right, **○**
 Cars can fly—**□**, Down, L2, Up, L1, **○**, Up, **X**, Left
 Cars can drive over water—Right, R2, **○**, R1, L2, **□**, R1, R2
 Boats can fly for short distances—R2, **○**, Up, L1, Right, R1, Right, Up, **□**, **Δ**
 Improved vehicle handling—**Δ**, R1, R1, Left, R1, L1, R2, L1 (with this code in place, you can also press L3 to make your vehicle jump)
 Bloodring Banger appears—Down, R1, **○**, L2, L2, **X**, R1, L1, Left, Left
 Rancher appears—Up, Right, Right, L1, Right, Up, **□**, L2
 Hotring Racer #1 appears—R1, **○**, R2, Right, L1, L2, **X**, **X**, **□**, R1
 Hotring Racer #2 appears—R2, L1, **○**, Right, L1, R1, Right, Up, **○**, R2
 Romero (hearse) appears—Down, R2, Down, R1, L2, Left, R1, L1, Left, Right
 Stretch limo appears—R2, Up, L2, Left, Left, R1, L1, **○**, Right
 Caddy appears—**○**, L1, Up, R1, L2, **X**, R1, L1, **○**, **X**
 Trashmaster appears—**○**, R1, **○**, R1, Left, Left, R1, L1, **○**, Right
 Rhino (tank) appears—**○**, L1, **○**, **○**, **○**, L1, L2, R1, **Δ**, **○**, **Δ**
 Quadbike appears—Left, Left, Down, Down, Up, Up, **□**, **Δ**, **Δ**, R1, R2
 Monster truck appears—Right, Up, R1, R1, R1, Down, **Δ**, **X**, **○**, L1, L1, L1
 Dozer appears—R2, L1, L1, Right, Right, Up, Up, **X**, L1, Left
 Vortex (hovercraft) appears—**Δ**, **Δ**, **□**, **○**, **X**, L1, L2, Down, Down
 Hunter (helicopter) appears—**○**, **X**, L1, **○**, **○**, L1, **○**, R1, R2, L2, L1, L1
 Stuntplane appears—**○**, Up, L1, L2, Down, R1, L1, L1, Left, Left, **X**, **Δ**
 Hydra (plane) appears—**Δ**, **Δ**, **□**, **○**, **X**, L1, L1, Down, Up
 Jetpack appears—Left, Right, L1, L2, R1, R2, Up, Down, Left, Right
 Parachute appears—Left, Right, L1, L2, R1, R2, Up, Down, Right, L1 (press **○** to open the parachute when falling)
 Heat wave—R2, **X**, L1, L1, L2, L2, Down
 Clear weather—R2, **X**, L1, L1, L2, L2, **Δ**
 Overcast sky—R2, **X**, L1, L1, L2, L2, L2, **□**
 Rain—R2, **X**, L1, L1, L2, L2, L2, **○**
 Fog—R2, **X**, L1, L1, L2, L2, L2, **X**
 Sandstorm—Up, Down, L1, L1, L2, L1, L2, R1, R2
 Game clock remains at 00:00—**□**, L1, R1, Right, **X**, Up, L1, Left, Left
 Game clock remains at 21:00—Left, Left, L2, R1, Right, **□**, **□**, L1, L2, **X**
 Super drive-by shooting—Up, Up, **□**, L2, Right, **X**, L1, Down, R2, **○**
 The latter code gives you a submachine gun and changes the land-based vehicle controls for drive-by shooting as follows:
 Left analog stick—Steer vehicle

Right analog stick—Aim
 L1—Shoot
 L2—Reverse
 R1—Brake
 R2—Accelerate

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the PlayStation 2 in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. To keep your saved game from being affected, remove your memory card before entering any cheat codes and leave it out until after you turn off the PS2. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.
 100 Health—R1, R2, L1, **○**, Left, Down, Right, Up, Left, Down, Right, Up
 100 Armor—R1, R2, L1, **X**, Left, Down, Right, Up, Left, Down, Right, Up
 All normal weapons—R1, R2, L1, Left, Down, Right, Up, Left, Down, Right, Up
 All medium weapons—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left
 All powerful weapons—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down
 "Wanted" level 0—R1, R1, **○**, R2, Up, Down, Up, Down, Up, Down
 Nearest pedestrian gets in your vehicle—**○**, Right, Up, L1, **□**, R1 (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

GTG: AFRICA

Unlock All Championships, Challenges, Tracks and Cars
 At the main menu, press L1 + R2, L2 + R1, Left, Right then START. You will hear a sound to confirm that the code has been entered correctly.

GUNGRIFION BLAZE

Cheat Code

Choose "Make Pilot" from the main menu and create a new pilot, giving it the name "FAE MASTER!". Set the Nation to "Mexico" and the Sex to "Female," then save. When you play a game with this pilot, you'll start with 12 two-round units of the super-powerful Fuel Air Explosion weapon.

HALF-LIFE

Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
 Xen gravity—Up, **Δ**, Down, **X**, Up, **Δ**, Down, **X**
 Invincibility—Left, **□**, Up, **Δ**, Right, **○**, Down, **X**
 Infinite ammo—Down, **X**, Left, **○**, Down, **X**, Left, **○**
 Invisibility—Left, **□**, Right, **○**, Left, **□**, Right, **○**
 Slow motion—Right, **□**, Up, **Δ**, Right, **□**, Up, **Δ**
 Alien mode—Up, **Δ**, Up, **Δ**, Up, **Δ**, Up, **Δ**

HIGH HEAT MAJOR LEAGUE BASEBALL 2004

Secret "Game Edit" Menu

During a game while a player is up to bat, press START to pause. When the pause menu appears, press **□**, **□**, **○**, **○**, L1, R1. You'll hear the announcers laugh to confirm the code. With this code in place, you can call up a cheat menu by pressing L1 + R1 at the pause menu. Here you can adjust many of the game's parameters, including the score, the inning and the number of balls, strikes or outs.

HOT SHOTS GOLF: FORE!

Cheat Codes

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
 R E T Z W S—Unlock all Vs. Mode characters in Single Play
 M K J E F Q—Reduces prices of Shop items by 20%

HUNTER THE RECKONING: WAYWARD

Cheat Codes

Enter any of the following codes quickly at any time during gameplay; you'll hear a confirma-

tion noise each time you enter a code correctly. Note that you must enter the "enable cheats" code first before any of the other codes will work. You can re-enter any code to toggle its effects off. Note that only the "max. Edges" code carries over from one mission to the next; all of the remaining cheats must be re-entered at the start of each new mission.

Enable cheats—**○**, **□**, **Δ**, **X**, L1, L1, Left, Left
 Refill health meter—**Δ**, **Δ**, **○**, **○**, L1, **□**, R1
 Invincibility—Right, Right, Right, **X**, Up, **Δ**, Up, **□**
 Refill ammunition—Right, Right, Right, Right, Up, Down, Up, Down
 Unlimited ammo—**X**, **Δ**, **○**, **Δ**, Up, Down, Down
 Blade weapons do more damage—Down, Down, R1, R1, Up, **X**, Up, **○**
 Max. Edges—L1, L1, **○**, **○**, Down, Down, Up, Down
 No Conviction cost for Edges—L2, Up, **X**, Up, **□**, Down, Down
 Tough monsters (monsters do more damage and are harder to kill)—**□**, **□**, **Δ**, **○**, L2, L2, Up, Down
 Turn monsters on/off—**□**, **○**, **○**, **Δ**, L1, L1, Down
 Unlock All Weapons
 While inside the Hunter Headquarters, enter the "Enable Cheats" code as explained above, then quickly press **□**, **X**, **○**, **X**, Up, Down, Up, Down; you should hear a confirmation sound. Now check the Mission Board and select your mission. After you select your character and the Weapons Select screen appears, press the **○** button to unlock all of the weapons.

I-NINJA

Cheat Codes

At any time during gameplay, pause the game and enter the following codes:
 Sword upgrade—Hold L1 + R1 and press **○**, **□**, **○**, **Δ**, **○**, **□**
 Complete current mission—Hold R1 and press **○**, **□**, **○**, **Δ**; release R1, hold L1 and press **Δ**; release L1, hold R1 and press **□** (This code can only be entered during missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)
 Big head mode—Hold R1 and press **□**, **Δ**, **Δ**, **Δ**; release R1, hold L1 and press **Δ**, **Δ**; release L1, hold L1 + R1 and press **Δ**, **○**, **Δ**

THE INCREDIBLES

Cheat Codes

At any time during the game, press the START button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.
 U D D L R L R B A S—Refill health meter
 S M A R T B O M B—Kill everything within range of Mr. Incredible
 S H O W T I M E—Refill Mr. Incredible's Incredimeter
 F L E X I B L E—Refill Mrs. Incredible's Incredimeter
 M C T R A V I S—Infinite Incredimeter for a limited time
 T H E D U D E A B I D E S—Take less damage for a limited time
 G A Z E R B E A M—Temporary eye beam power
 S A S S M O D E—Speed up gameplay
 B W T H E M O V I E—Slow down gameplay
 E I N S T E I N I U M—Big heads
 D E E V O L V E—Tiny heads
 A T H L E T E S F O O T—Mr. Incredible's feet leave a blazing trail
 I N V E R T C A M E R A Y—Invert left/right camera controls
 I N V E R T C A M E R A X—Invert up/down camera controls
 B H U D—Enable/disable interface graphics
 Y O U R N A M E I N L I G H T S—Display the credits
 H I—Display Heavy Iron logo

INTELLIGENCE LIVES!

B-17 Bomber: Cheat Code

At the B-17 Bomber title screen (where it says "Intelligence Presents B-17 Bomber"), press the SELECT button to call up the keypad, then enter the following code: Highlight the "0" position (bottom row, center) and press **X**, then highlight the "1" position (top row, left) and press **X**. You'll start the game with unlimited fuel and 200 bombs.

Thin Ice: Alternate Game

Choose Thin Ice from the "Arcade" game menu, highlight "Play!" and press **X**. When the controller configuration screen appears, hold the R2 button on Controller 2 and press **X** on Controller 1 to play Voochko on Ice, an alternate version of Thin Ice starring Voochko the Wolf, mascot of the XIV Winter Olympic Games.

KARAOKE REVOLUTION

Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start to Begin" are pulsating. You will hear a confirmation sound if the code was entered correctly. Note: The autosave feature will be disabled when a cheat code is activated.
 Unlock all videos—**□**, **□**, **○**, **○**, Up, Left, Right, Up, L3, R3
 Unlock all songs—**○**, **□**, **○**, **□**, Up, Down, Left, Right, L3, L3
 Unlock all venues—**○**, **□**, **○**, **○**, Up, Down, Left, Down, R3, R3
 Unlock all characters—L3, L3, R3, L3, Up, Left, Up, Right, **□**, **□**
 Unlock all outfits—**○**, **○**, **○**, **□**, Up, Down, Left, Right, R3, L3

KARAOKE REVOLUTION VOLUME 2

Cheat Codes

Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly. Note: The autosave feature will be disabled when a cheat code is activated.
 Unlock all characters—L3, **□**, **○**, L3, Up, Left, Right, Down, **□**, **□**
 Unlock all songs—**□**, **Δ**, Down, Left, Up, Right, L2, R2, Start
 Unlock all venues—**□**, **Δ**, Right, Up, Left, Down, R2, L2, Start
 Unlock all outfits—Up, **○**, Left, **□**, **□**, Down, **○**, Right, R3, L3
 Unlock all videos—Up, **□**, Right, **○**, **□**, Left, **○**, Up, L3, R3
 Unlock Tips & Tricks shirt for Ishani—R3, **□**, **□**, Down, **○**, L3, **□**, **□**, Up, Left

KILLZONE

Cheat Codes

At the main menu, hold L1 and enter any of the following codes:
○, **○**, **X**, **○**, **○**—Enemies have big heads
○, **○**, **Δ**, **○**, **○**—Unlock all movies
 Unlock All Levels
 To unlock all levels, enter "Shooterman" as your profile name. Note: Only the "S" should be capitalized.

KYA: DARK LINEAGE

Unlock Gallery Landscapes, Characters and Renders

At the main menu, press **Δ**, Up, **○**, Right, Down, Down, **□**, Left, **Δ**, Up, **○**, Right, Down, Down, **□**, Left.

Restore Health

At any time during gameplay, press START to pause, then enter L1, R2, L1, Up, Left, **□**, Right, **○**, START, START.

LE MANS 24 HOURS

Secret Codes

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the following codes as your name. You'll hear a special sound effect after entering a correct code.
 N U M B A T—Unlock all Championships
 S P E E D Y—Unlock all tracks
 A C O—Unlock all cars

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, **Δ**, **Δ**, **□**. A special message will appear after entering the code correctly.

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes

After beginning a game, head over to Dexter's Diner and walk up to the counter. At the menu, select "Enter Code" and enter any of the following passwords.
 B E Q 8 2 H—Unlock Princess Leia for purchase
 L 5 4 Y U K—Unlock Rebel Trooper for purchase
 A 3 2 C A M—Unlock Darth Sidious for purchase
 V R 8 3 2 U—Unlock Disguised Clone for purchase
 M 5 9 5 2 L—Unlock Mace Windu (Episode III) for purchase
 R 5 6 E 2 S—Unlock Clone (Episode III, Walker) for purchase
 N 3 T 6 P 8—Unlock Clone (Episode III, Swamp) for purchase
 B H U 7 2 T—Unlock Clone (Episode III, Pilot) for purchase
 E R 3 3 J N—Unlock Clone (Episode III) for purchase
 S F 3 2 1 Y—Unlock General Grievous for purchase
 Z T Y 3 9 2—Unlock Greivous' Bodyguard purchase

Invisible bodies—R1, R2, R1, R2, Up, Down, Left, Right
Fast players (running and fielding)—Left, Right, Right, Left, L1, R1, R1, L1
Slow players (running and fielding)—Left, Left, Right, Right, R2, R2, L2, L2
Programmer names—R1, R2, Right, Right, Left, Left, L2, L1

MLB 2005

Cheat Codes

Enter the following codes at the main menu; you'll feel the controller rumble each time you enter a code correctly. Some of the codes can also be entered at the Pause Menu during a game. Most of the codes can be deactivated by entering the same code a second time.

Unlock all teams—Left, Right, Right, Down, Down, Left, Up, Up
Unlock all uniforms—Up, Down, Right, Left, Down, Right, Down, Up
Unlock all stadiums—Down, Up, Left, Right, Up, Right, Up, Down
Unlock all classic free agents at Player Movement menu—Left, Up, Left, Right, Down, Right, Left, Up
Super speed pitches—Up, Up, Up, Left, Left, Left, Left, Right
Super breaking pitches—Right, Left, Right, Left, Right, Left, Up, Up
Extra pitch selection—Down, Up, Down, Right, Right, Right, Right, Left
Fast running—Left, Right, Left, Right, Left, Right, Up, Up
Slow running—Right, Left, Right, Left, Right, Left, Down, Down
Big ball—Up, Up, Right, Left, Up, Up, Right, Left
Big heads—Left, Right, Left, Right, Up, Down, Up, Down
Small heads—Up, Down, Up, Up, Right, Right, Right, Left
Black & White mode—Up, Up, Down, Down, Left, Right, Left, Right
Fart sound effects—Right, Right, Right, Right, Right, Left, Down

MLB 2006

Fart Sound Effects

At any time during gameplay, press **START** to pause and press **Up, Up, Down, Down, Left, Right, Left, Right** at the pause menu; you'll feel the controller rumble to confirm the code.

MLB SLUGFEST 2003

Secret Codes

At the "versus" screen just before the game starts, enter the following codes by pressing \square , \triangle and \circ the number of times indicated followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press \square three times, \triangle two times and \circ once, then press **Up** on the D-pad. A message will appear to confirm each code.

4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
3-4-3-Up—No Fatigue
1-1-1-Down—Tournament Mode
1-2-3-Up—Extra Time After Plays
2-4-2-Up—Rubber Ball
2-4-2-Down—16" Softball
0-0-4-Left—Mace Bat
0-0-4-Right—Whiffle Bat
0-0-4-Up—Log Bat
2-0-0-Left—Tiny Head
2-0-0-Right—Big Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
2-2-2-Right—Team: Todd McFarlane
3-3-3-Right—Team: Terry Fitzgerald

MLB SLUGFEST 2004

Secret Codes

Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the \square , \triangle and \circ buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press \square three times, \triangle two times and \circ once, then press **Up** on the D-pad. A message will appear to confirm each code.

1-1-1-Down—Cheats Disabled
3-0-3-Up—Extended Time For Codes
4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
2-4-2-Down—16" Softball
2-4-2-Up—Rubber Ball

0-0-4-Right—Whiffle Bat

0-0-4-Up—Log Bat
0-0-3-Up—Ice Bat
0-0-2-Up—Blade Bat
0-0-4-Left—Mace Bat
0-0-5-Up—Spike Bat
0-0-1-Up—Bone Bat
2-0-0-Right—Big Head
2-0-0-Left—Tiny Head
3-3-3-Up—Coliseum Stadium
3-2-1-Up—Rocket Park Stadium
3-3-3-Down—Monument Stadium
3-2-1-Down—Midway Park Stadium
3-2-1-Right—Empire Park Stadium
3-3-3-Left—Forbidden City Stadium
3-2-1-Left—Atlantis Stadium
2-1-0-Right—Pinto Team
2-1-1-Right—Horse Team
2-1-2-Right—Eagle Team
2-2-0-Right—Lion Team
1-0-3-Down—Dwarf Team
1-1-3-Down—Gladiator Team
1-3-3-Down—Bobbie Head Team
1-0-2-Down—Dolphin Team
1-1-2-Down—Scorpion Team
1-2-2-Down—Sub-Zero Team
1-3-2-Down—Rodeo Clown Team
1-1-0-Down—Minotaur Team
2-2-2-Down—Olshan Team
2-2-2-Up—Rivera Team
2-3-2-Down—Napolianno Team
2-1-1-Down—Evil Clown Team
2-1-1-Down—Alien Team
2-3-3-Down—Casey Team
1-0-1-Down—Little League
2-2-2-Right—Team: Todd McFarlane
3-3-3-Right—Team: Terry Fitzgerald

MLB SLUGFEST: LOADED

Unlock Fantasy Teams and Stadiums

At the main menu, hold \square + \triangle and press the **R1** button. You'll hear a signal to confirm the code. Now all of the fantasy teams and stadiums have been unlocked.

"Vs." Screen Codes

Enter any of the following codes at the "vs." screen that appears just before the game loads. The numbers represent the number of times you must press the \square , \triangle and \circ buttons followed by a direction on the D-pad. For example, to enter the "Tennis Ball" code (2-4-2-Up), press \square twice, \triangle four times and \circ twice, then press **Up** on the D-pad. You'll hear a special sound effect to confirm each code.

4-4-4-Down—Unlimited Turbo
3-0-0-Left—Max. Batting
0-3-0-Left—Max. Power
0-0-3-Left—Max. Speed
1-2-3-Left—Extra time after plays
2-4-2-Up—Tennis ball
2-4-2-Down—16" softball
2-0-0-Right—Big head
2-0-0-Left—Tiny head

MTV MUSIC GENERATOR 2

Unlock Jester Interactive Skin

While making a song, scroll down to line 999 in the generator. Move the cursor to the "Label" box in row 999 and press \times to bring up the Label screen. Enter **JESTER** as the name and exit the Label screen. Now go to the "Skin Selection" menu; you will see that a new skin called "Jester Interactive" has been unlocked.

MUPPETS PARTY CRUISE

Unlock All Decks & Mini-Games

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "1VIPROG" on the ticket and select Kermit as Player 1. All decks will now be unlocked in Long Cruise mode and all mini-games will now be unlocked in Short Cruise mode.

View All Videos

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "MOVIESTR" on the ticket and select Miss Piggy as Player 1. Next, select either "Short Cruise" or "Long Cruise" to start viewing the videos.

Max. Movement Points

From the main menu, select "Long Cruise," enter "SUPERMOV" on the ticket and select Gonzo as Player 1. When you select Long Cruise, your Muppet will be able to move the maximum of nine spaces on each turn.

Increase Time Limit

From the main menu, select either "Short Cruise" or "Long Cruise," enter "PLAYFIVE" on the ticket and select Animal as Player 1. Some games will now have a five-minute time limit instead of the normal 90 seconds.

MVP BASEBALL 2003

Special Players

From the main menu, select "Roster Management," then select "Create Player." Next, enter

the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them.

Keegn Paterns—Bat will break every time the bat contacts the ball
Jacob Paterns—Bat will break every time the bat contacts the ball
Ziggy Paterns—Bat will break every time the bat contacts the ball
Erik Kiss—Player will hit a home run every time the bat contacts the ball
Widescreen Mode
At any time during gameplay, hold **L2 + R2** for more than three seconds, then press **Left** to enable widescreen mode or **Right** to return to normal.

MVP BASEBALL 2004

Secret Codes

From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lower-case) letters only.

keegan paterson—Player with huge bat
jacob paterson—Player with huge bat
isaiah paterson—Player with huge bat
erik kiss—Player with skinny bat
john prosen—Player with giant cap/helmet

MVP BASEBALL 2005

Cheat Codes

Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.

Katie Roy—Unlock all MVP Rewards
Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
Kenny Lee—Enable scaling of individual limbs at the "Body Build" menu
Teddy Lee—Enable scaling of individual limbs at the "Body Build" menu
Keegan Paterson—Short player with fat bat
Jacob Paterson—Short player with fat bat
Isaiah Paterson—Very short player with fat bat
Sean Paterson—Tiny player with fat bat
Avery Larmour—Tiny player with fat bat
Mark Curran—Player with thin, easily-broken bat
Les Kram—Player with thin, easily-broken bat
G Clark—Player with thin, easily-broken bat

MX VS. ATV UNLEASHED

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

B R O K E A S A J O K E—Earn 1,000,000 points for use in the Store
T O O L A Z Y—Unlock everything

NANO BREAKER

Secret Mini-Game

At any time during gameplay press **Up, Up, Down, Down, Left, Right, Left, Right, \times , \times** . (The code **Up, Up, Down, Down, Left, Right, Left, Right, L3, R3** also works.) You'll see the radar/map display change into a mini-game that's similar to Konami's *Time Pilot* arcade game.

NARC

Cheat Codes

Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.

Invincibility—R1, L1, R1, L1, R1, L1, \times
All drugs—R1, L1, R1, L1, R1, L1, L3
All guns—R1, L1, R1, L1, R1, L1, R3
Show stashes—R1, L1, R1, L1, R1, L1, Left
Unlimited ammo—R1, L1, R1, L1, R1, L1, Down

NEO CONTRA

Cheat Code

At the title screen, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** to start the game with 20 lives in reserve.

NO ONE LIVES FOREVER

Stage Select

At the main menu, highlight the "Load Game" option. Press and hold **L3 + R3**, then press the \times

button to bring up the Stage Select screen. Toggle the screens using the **R1** and **L1** buttons and press \times to select a level. Press \triangle to exit the menu.

PINBALL HALL OF FAME THE GOTTLEB COLLECTION

Secret Codes

Select "Enter Code" from the main menu, then enter any of the following passwords:

L U V—Unlock Love Meter machine
P K R—Unlock Play-Boy machine
X T N—Unlock Xolten machine
T M A—Unlock Tournament Mode
D G C—Unlock Gottlieb Factory Tour
L A S—Unlock Payout mode
B L Z—Unlock "Custom Balls" option
I N F—Unlock "Infinite Final Ball" option
N D G—Unlock "Optional Tilt" option

PIRATES: THE LEGEND OF BLACK KAT

Secret Codes

Enter the following codes at any time during gameplay:

Invincible while controlling the Wind Dancer—Hold **R1 + R2**, press **SELECT, \triangle , L1, \times , R3, L2, \square , R3, \circ , L3**
Infinite Wind Boost while controlling the Wind Dancer—Hold **R1 + R2**, press **SELECT, L1, R3, \square , L3, \circ , L2, \triangle , \times , L3**
Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)—Hold **R1 + R2**, press **L2, \triangle , R3, L3, \times , \square , R3, **SELECT, L1, \circ**
Invincible while controlling Katarina—Hold **R1 + R2**, press \times , \square , L3, \triangle , R3, **SELECT, R3, L1, L2, \square**
Obtain all Chest Keys—Hold **R1 + R2**, press \circ , **SELECT, \times , \square , R3, L1, L3, L2, \triangle , L3**
Obtain the next Sword power-up—Hold **R1 + R2**, press **R3, **SELECT, L2, L3, \square , \times , L1, \circ , L3, \triangle****
Obtain 1,000,000 Gold Doubloons—Hold **R1 + R2**, press \triangle , R3, L1, \square , \times , R3, **SELECT, L3, \square , L2**
Infinite supply of items upon pickup—Hold **R1 + R2**, press \triangle , L1, **SELECT, L2, R3, L3, \square , \times , R3, \circ**
Buried treasure chests will be marked on the map as green \times s—Hold **R1 + R2**, press \circ , \times , \square , \triangle , L1, **SELECT, L3, L2, L3, R3**
All other treasure chests will be marked on the map—Hold **R1 + R2**, press **R3, \times , \square , L3, \circ , L1, **SELECT, L3, \square , L2******

PORTAL RUNNER

Restore All Health

At any time during gameplay, press **START** to pause, then hold **L2** and press \circ , \circ , \circ , \square , **R2, R1, Up, \circ , \square** . You'll hear a special sound effect upon entering it correctly.

Level Skip

At any time during gameplay, press **START** to pause. Next, hold **L1** and press \circ , **Left, \circ , Right, \square , Left, Right, Right, \triangle** . After entering this code correctly, you'll immediately advance to the next level.

Unlock All Movies and Extras

At the main menu, hold **L1** and press **Left, Right, Left, Down, Up, Down, R1, \circ , R2, \square** . Now the Movies and Extras items will be accessible at the Options menu.

PROJECT EDEN

Secret Cheats Menu

At any time during gameplay, press \times to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

THE PUNISHER

Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

Q-BALL BILLIARDS MASTER

View Ball Paths

At the title screen, press **Up, \triangle , Down, \times , Left, \square , Right, \circ** ; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press \times , \circ , \square , \triangle , \times , \square , \triangle . You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

TOM CLANCY'S SPLINTER CELL**CHAOS THEORY****Unlock All Levels**

At the "Solo/Co-op" game mode screen, select "Solo," then enter your profile name. At the main menu in "Solo" mode, hold L1 + L2 + R1 + R2 and press $\square, \triangle, \times, \circ$. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TOMB RAIDER: THE ANGEL OF DARKNESS**Stage Select**

At any time during the game, press **START** to pause, then press and hold L1 + R2 + Down + \triangle simultaneously. Release the buttons, then immediately press \circ , Up, \triangle , Right, Down as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level in the game.

TONY HAWK'S PRO SKATER 3**Cheat Codes**

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

Y O H O M I E S—Unlock all secret Pro Skaters
B A C K D O O R—Unlock "Cheats" option at the "Pause" menu
R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)
P U M P M E U P—Give the currently-selected skater enough stat points to max out all statistical categories
P E E P S H O W—Unlock all movies
M A G I C M I S S I L E—Combines all of the effects of the above codes

TONY HAWK'S PRO SKATER 4**Cheat Codes**

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.
h o m i e l i s t—Unlock Eddie, Jango Fett and Mike Vallely
(o) (o)—Unlock Daisy
d o a s u p e r—Always Special
s b s t s—Perfect Rail
m u l l e n p o w e r—Perfect Manual
s u p e r f l y—Moon Gravity
n o s p o n e—Matrix Mode
w a t c h _ m e _ x p l o d e—Unlock all characters, stages and cheats

TONY HAWK'S UNDERGROUND**Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
r e a r r i d e r—Perfect skitches
d i g i v i d—Unlock all THUG movies

TONY HAWK'S UNDERGROUND 2**Cheat Codes**

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.
s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
l i k e p a u l i e—Unlock "Always Special" cheat
o l d s k o o l—Unlock Natas Kaupas
s e l l o u t—Unlock Nigel Beaverhausen
a p r i l s a n a—Unlock Phil Margera
c o s t a r s—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Shekier
b o x o f f i c e—Unlock all movies
d i s t r u c t—Unlock all levels

TOP GEAR: DARE DEVIL**Enable Chase Camera Option**

At any time during gameplay, press Left, Right, $\square, \triangle, \times, \circ$, Up, Down, L2, R1, L1, R2. Press L2 to toggle between the different camera options.

Alien Drivers

At any time during gameplay, press Up, \triangle , Left, \square , Left, \circ , Down, Down, \times, \times .

Enable Motion Blur Option

At the main menu, press Up, Left, \circ , Down, Right, \square , Up, Down, Left, Right, \square . Now enter the Options menu and you'll see a new option called "Motion Blur," which you can manually adjust.

Alternate Paint Job

At the main menu, press Down, \square , Down, R1, Right, Right, Up, Left, \circ , L2, L1. Begin a new game and your car will have flames on the hood and the fenders.

TOTAL IMMERSION RACING**Secret Codes**

At the main menu, select "Start Game," then select "Career." When the "Enter Your Name" screen appears, enter any of the following codes. You won't receive any special confirmation for entering a correct code, but the newly-entered name will disappear and the effects will take place immediately.
P o k e—Faster car
W a l k I t—Slower opponents
L o a d e d—Unlock all standard cars
R o a d S w e e p—Unlock all tracks
S w a l l o w—Unlock Pilbeam LMP
F e a t h e r—Unlock Lister LMP
D o w n f o r c e—Unlock Rockingham Champ Car
R o a d T r i p—Unlock Extreme skill level
N o D o g s—Remove speedometer, tachometer and map

TRUE CRIME: STREETS OF L.A.**Unlock All Upgrades**

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press Up, Right, Down, Left, Up, \times . You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Change Car Mass

While driving, press **START** to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.

Decrease car mass—Down, Down, Down, \times

Increase car mass—Up, Up, Up, \times

Unlock Snoop Dogg Missions

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press R1, L1, Up, Right, Left, Down, L3, R3, $\times, \square, \circ, \triangle$. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L1 + R1 when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly.

R O S A—Rosie Velasquez

H U R T _ M 3—Rosie in lingerie

F A T T—George

B I G 1—Chief Wanda Parks

F U Z Z—Officer Johnson

B O O Z—Bum

S W A T—SWAT

M 1 K 3—Commando

T F A N—Gangster

P H A M—Butcher

M N K Y—Thug

B O O B—Punker girl

M R F—Asian gangster

H A R A—Asian worker

T A T S—Tattoo lady

P 1 M—Pimp

B R U Z—Boxer

H A W G—Biker

J A S S—Donkey

J 1 M M—Zombie

TWISTED METAL: BLACK**Secret Codes**

At any time during gameplay, hold L1 + R1 + L2 + R2 and quickly enter any of the following codes. You'll see a message appear on the screen immediately after entering each code.
G o d M o d e—Up, \times , Left, \circ
I n v u l n e r a b l e—Right, Left, Down, Up
E x c h a n g e—Weapons for health— $\triangle, \times, \square, \circ$
K i l l e r W e a p o n s— \times, \times , Up
M e g a G u n s— $\times, \times, \triangle$

VAN Helsing**Enable Widescreen Mode**

At any time during gameplay, enter the following code to enable widescreen mode: R3, L3, Down, \times , Down, \times , \circ , Left, \circ , Left, Up. Enter the code again to disable widescreen mode.

Unlock Bonus Movies

Enter any of the following codes at any time during gameplay (not while paused); you'll hear a confirmation sound each time you enter

a code correctly. The unlocked movies can be viewed by choosing "Gallery" from the main menu.

Unlock Bonus Movie 1—Up, Down, Up, Down, Left, Left, Right, Right, L1, L3, R3, R1

Unlock Bonus Movie 2—Up, Right, Down, Left, Up, Left, Down, Right, Up, R1, R2, R3

Unlock Bonus Movie 3—L1, L2, R2, R1, R2, L2, L1, Up, Up, Down, Down, SELECT

Unlock Bonus Movie 4—SELECT, L3, R3, SELECT, R3, L3, SELECT, Left, Left, Up, Right, Right

Unlock Bonus Movie 5—L2, L2, R1, L1, SELECT, SELECT, L1, L1, R2, R2, L3, R3

Unlock Bonus Movie 6—R2, R1, R2, L1, L2, L1, L2, Left, Right, SELECT, SELECT

Unlock Bonus Movie 7—L3, Left, R3, Right, L2, Up, R2, Down, L1, Left, R1, Right

WAR OF THE MONSTERS**Unlock Mecha Sweet Tooth**

First, beat the Story mode in *Twisted Metal: Black* with Sweet Tooth. Then start *War of the Monsters* with a memory card containing your saved file from *Twisted Metal: Black*. You will see a message saying, "Mecha Sweet Tooth Unlocked" before the game starts. Choose the fourth costume for Agamo to play as Mecha Sweet Tooth.

WAY OF THE SAMURAI**Unlock 1P and CPU Battle Modes**

At the main menu, hold L1 + R1, then press $\square + \circ$ simultaneously. You'll hear a sound to confirm the code.

Restore Health

At any time during gameplay, press **START** to pause, then hold L1 + L2 and press Down, Up, Down, Up, Right, Left, \circ .

Increase Sword Hardness

At any time during gameplay, press **START** to pause, then hold R1 + R2, then press Right, Right, Left, Left, Down, Up, \circ .

Eye Flash

At any time during gameplay, hold L1 + L2 and rotate the left analog stick seven times clockwise. Continue rotating the analog stick to perform successive eye flashes.

WHITEOUT**Unlock All Tracks, Characters and Snowmobiles**

At the main menu, hold L1 + R1 and press Right, Right, Right, Right.

Race Codes

Enter any of the following codes at any time during a race:

Automatic win—Hold L2 + \triangle and press Up, Down, Left, Right

Restore Stamina—Hold L2 + \triangle and press Right, Left, Down

View other riders—Hold L2 + \triangle and press Down, Down, Left, Left (repeat the code to toggle between riders)

WILD WILD RACING**Unlock Secret Options**

From the main menu, select "Options." Next, hold \square and press Up, \circ , Down, \circ , Left, Right, Left, Right, \circ . A new "Secret" menu item will appear at the bottom of the Options menu.

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS**Secret Codes**

Enter any of the following codes quickly at the title screen:

Unlock All Characters in Versus Mode—Press Up, Down, Down, Right, Right, Left, Left, Left, Left, then hold \circ and press **START**
Unlock "Trial" option—Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold \triangle and press **START**
Unlock "Max Power" option—Press L1, R2, L2, L2, $\triangle, \triangle, \triangle, \triangle$, then hold L1 and press **START**
Unlock "Sudden Death" option—Press L2, R2, L2, R2, $\circ, \triangle, \triangle, \triangle$. Next, hold L1 and press **START**

WIPEOUT FUSION**Cheat Codes**

Select "extras" from the main menu, then select "cheats" and enter any of the following codes:

$\circ \times \circ \times \square$ —Infinite weapons

$\triangle \square \square \square$ —Infinite shield

$\times \triangle \triangle \triangle$ —Infinite cannon

$\square \times \times \triangle$ —Super fast ship

$\times \circ \triangle \square$ —Retro planes

$\triangle \circ \circ \triangle \times$ —Animal ships

$\square \square \square \times$ —Mini ships

$\times \triangle \circ \triangle$ —Unlock Time Trial mode, Zone mode (plus all Zone areas), all challenges, all leagues, all teams and pilots, all courses, all super weapon licenses and 50,000,000 credits

WORLD TOUR SOCCER 2003**Cheat Codes**

Enter any of the following codes at the Mode Select screen. You'll hear the crowd cheer each time you enter a code correctly:

Unlimited cash for all season games—Right, Right, Left, Up, Up, Up

Max. skills for custom teams—Up, Up, R1, L2, Up, L1

Change crowd noise to farm animals—L1, L1, R2, Up, Down, Right

Speed up audio commentary—L2, R2, R1, R2, L2, R2

Unlock ending credits—L2, L1, L1, L2, L2

WORLD TOUR SOCCER 2005**Cheat Codes**

Enter any of the following codes at the main menu. A confirmation message will appear each time you enter a code correctly.

Unlock everything—L2, L2, L1, R1, Left, Up, Left, Down

Unlimited TIF Tokens—Up, Down, Up, Down, R1, R1, R2, R2, Up, Down, Up, Down

Unlock all Time Warp international teams—R2, L2, R2, L2, Up, L1

Unlock all TIF Dev teams—Down, Right, L2, R1, Left, R1

Unlimited transfer money in season mode—L1, L1, R1, Down, Left, Right

WRATH UNLEASHED**Secret Codes**

Enter the following codes at the title screen (where the words "Press Start Button" appear); you'll hear a sound and the screen will flash to confirm each time you enter a code correctly:

Large Characters on Map—Left, \square , Up, \circ , Right, \triangle , Down, \triangle

Increase Health and Speed in Versus/Team Fighter Mode—Down, Down, Up, Down, Left, Right, Down, Up, Up, Up, Right, Left, \square

WRECKLESS: THE YAKUZA MISSIONS**Unlock All Missions and Cheats**

Select the "Cheats" option from the "Scenario Select" menu. Highlight the "unlimited time" option in the cheat menu and simultaneously press L2 + R1 + Right + \circ repeatedly until all cheats become available.

THE X FILES: RESIST OR SERVE**Cheat Passwords**

Choose "Options" from the main menu, then select "Game Settings" and access the "Cheats" menu to enter any of the following codes:

Unlimited ammo—L1, L2, \times , R2, R1

Player invincible—Up, \square, \circ, \times , Down

One-shot kills— \circ , L2, Down, R1, \times

Unlock all Acts—R2, Right, L2, Up, \square

Unlock all Bonus Features—Left, R1, L1, Down, \circ

Grenade Bullets— \times, \circ, \square , L2, R2

X-MEN: NEXT DIMENSION**Unlock Characters & Costumes**

At the main menu, hold L1 and press Right, Right, Left, Left, Down, Up, \circ . A special message will appear telling you that you have unlocked seven characters and three new costume sets for 24 characters.

X2: WOLVERINE'S REVENGE**Cheat Codes**

Enter any of the following codes at the main menu:

Level Select/Unlock Challenges— $\triangle, \circ, \triangle, \square, \triangle, \circ$, L1 + R1

Unlock all Cerebro files, movies and costumes— $\triangle, \circ, \triangle, \square, \triangle, \circ$, L1 + R1

Unlock "Cheats" menu option at the Paused screen— $\triangle, \triangle, \circ, \circ, \square, \square, \circ, \circ$, L1 + R1

ZONE OF THE ENDERS**Versus Mode**

At the title screen, press \circ, \times , Right, Left, Right, Left, Down, Down, Up, Up. You'll hear a special sound effect after entering it correctly. A new item called "Versus" will now appear at the main menu.

Exchange Level for Health and Ammo

At any time during gameplay, press **START** to pause, then press L1, L1, L2, L2, L1, R1, L1, R2, R1. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv. 1 already, the code will not work.

**GameCube Hardware****Alternate Sounds**

Hold the Z button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the Z button on all four controllers when powering-up the system, you'll hear yet another completely different startup sequence.

1080° AVALANCHE**Avalanche Codes**

Choose "Options" from the main menu, then select "Enter an Avalanche Code" and enter any of the following codes:
 J A S 3 I K R R—Sub-Zero Assault: Spinal Damage (Novice Match Challenge)
 2 A U N I K F S—Sub-Zero Assault: Ballistic (Hard Match Challenge)
 E A T F I K R M—Avalanche Alley: No Way Out (Expert Match Challenge)
 9 A V I K N Y—Avalanche Alley: Outway Knoll (Extreme Match Challenge)

ANIMAL CROSSING**Secret Passwords**

Speak to Tom Nook and choose the "other things" option. At the next menu, select "say code" and carefully enter any of the following passwords to obtain special items:

Nintendo bench:

c U 3 j l m @ h d l 6 A i p

z J F A e a j A c b 2 X i m

Starman:

4 U F 6 7 9 4 8 G Z 3 Z W 3

d w # % j t L E a j 5 2 B f

Cannon:

4 U T 6 T 6 L 8 9 Z n O W 3

d w # % j t L 3 q j L Z B f

Flagpole:

4 U T 6 T 6 L 8 9 Z n O W 3

d w U % j t L 3 q j L Z B f

Green pipe:

1 m W Y g 6 I f B @ & q 7 z

8 X z S N w p f j 7 6 t s

Super mushroom:

5 b a U I R m w # g w k Y

B h 6 6 q e L M s c T Y % 2

Coin:

r S b a U I R m w U g w k A

1 K 6 t q # L M s c T Y % 2

Koopa shell:

r S b a U I A m w U g w k Y

1 K 6 t q # L G s c T Y % 2

Fireflower:

4 U T 6 7 9 4 8 G Z n O W 3

d w # % j t L E a j 5 2 B f

Brick block:

1 m W Y g 6 I f B @ & q 7 5

8 X z S N K p f W j 7 6 t s

7 block:

5 b a U I R m w # g w k Y

B K 6 6 q # L G s c T Y % 2

Money Tree

Search your town for a glowing spot on the ground; you'll find one per day. Dig up the glowing spot with your shovel to find bells. Notice that the hole is still glowing after you remove the bag of money. If you bury some bells in that spot, it may grow into a "money tree" that drops bags of bells like fruit. (The bells won't reappear after a few days the way fruit does.) Try different denominations for different results.

Get the Golden Shovel

Buy an extra shovel from Tom Nook and bury it in the glowing spot (see above) before you leave the acre it's in. If the spot is not too close to a wall, bush or other obstacle, a special golden tree may appear. Within a few days, it may bear fruit in the form of a special golden shovel. The golden shovel can be used to dig up bells from random spots all over your town. You can also use it to find rare items on the island by using the following method: Bury unwanted furniture on the island, then leave the golden shovel there along with various kinds of fruit. Playing on the Game Boy Advance, feed your islander fruit until he or she has a very happy, squinting smile, then have the islander dig up the furniture with the golden shovel. He or she will replace the furniture items with rare "island" items or even NES games like *Baseball* or

GameCube

tips

Wario's Woods. Now return to the island on the GameCube to retrieve your golden shovel and dig up the rare items the islander buried.

Get the Golden Axe

To get a special golden axe which never breaks, you must maintain what the wishing well considers to be a "perfect" town as determined by the following criteria:

- 1) Pull all of the weeds in your entire town and pick up all of the trash from the ground.
- 2) Plant and/or chop down trees until there are between 12 and 14 trees in every acre where it's possible to do so.
- 3) Plant lots of flowers (flowers can reverse the negative effects of weeds that you may have missed).

Once you've done all this, speak to the wishing well and ask it "How are things?" If it says "Everything is perfect! [Town name] is a very liveable place," you must then maintain the town for two full weeks without any lapses in the "perfect" rating. The next player who visits the wishing well after the 14th day will be given a golden axe by the well spirit. If you get any other message from the wishing well, it's probably because you didn't count the trees correctly. To help you determine which acre each tree is in, pay attention to the invisible borderline that causes the screen to scroll into the next acre when you cross it.

ATV: QUAD POWER RACING 2**Cheat Codes**

Enter the following codes in the "Name Your Rider" screen when creating a new profile. A confirmation message will appear each time you enter a code correctly.

B U B B A—Unlock all riders

G E N E R A L L E E—Unlock all vehicles

R O A D K I L L—Unlock all tracks

R E D R O O S T E R—Unlock all championships

D O U B L E B A R R E L—Unlock all challenges

F I D D L E R S E L B O W—Max. skill level

G I N G H A M—Max. stats

BAD BOYS: MIAMI TAKEDOWN**Cheat Code**

At the "Press Start Button" screen, press X, Up, B, Y, Right, Down; a gunshot sound will confirm correct code entry. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu.

BALDUR'S GATE: DARK ALLIANCE**Play as Drizzt Do'Urden**

At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.

Level Warp & Invincibility

At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear.

BATMAN: RISE OF SIN TZU**Cheat Codes**

At the main title screen (when the words "Press Start" appear), hold L + R and enter any of the following codes. A confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.

Unlimited health—Up, Right, Up, Left, Down, Left, Down, Right

Unlimited combo meter—Left, Right, Down, Up, Up, Down, Right, Left

All upgrades—Down, Up, Down, Left, Down, Right, Up, Down

All end-game rewards—Left, Down, Left, Right, Left, Left, Down, Right

Dark Knight difficulty level—Right, Up, Up, Right, Left, Down, Right, Up

BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL**Secret Codes**

Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name.

J U S T I C E—Sunglasses 94, Uniform 105 and 106 (*Virtua Cop*)

D A Y T O N A—Uniform 107 and 108 (*Daytona USA*)

F V I P E R S—Hair Style 75, Face Type 51, Uniform 109 and 110 (*Candy/Honey from Fighting Vipers*)

A R A K A T A—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (*Ulala from Space Channel 5*)

P H A N T A 2—Hair Style 77, Face Type 53, Uniform 114 and 115 (*Nei from Phantasy Star II*)

O H T O R I—Uniform 116 and 117 (*Sega logo*)

BLACK & BRISED**Cheat Codes**

Choose "Setup" from the main menu, then select "Cheat Codes" and enter any of the following codes. To deactivate a code, just enter the same code again:

Unlock Intercontinental Mode—START, A, A, A, Y, Y, Y, X, X, X, X, START

Unlock all boxers' second skins—START, A, Z, Y, X, X, START

Unlock all boxers—START, A, Y, X, X, Z, Z, X, Y, A, START

Unlock Scrap Yard scene—START, Y, Z, Y, Z, A, A, START

Unlock conversation mode—START, Z, A, Y, X, Z, Z, Z, START

Invulnerability—START, A, A, Y, Y, Z, Z, X, X, START (or enter on Controller 2 for Boxer 2)

Unlock all chapters in "Boxer's Life" mode—START, A, X, Y, Z, A, X, Y, Z, START

Double speed—START, Z, Z, Z, Z, Z, Z, Z, Z, Z, START

Constant Powerup—START, A, Y, A, Y, A, Y, X, X, X, START (or enter on Controller 2 for Boxer 2)

BLOOD OMEN 2**Cheat Code**

At the main menu, press Z, R, L, B, X, Y. You'll hear a special sound effect to confirm. When you start a new game, you'll have the Soul Reaver and Iron Armor.

BLOODRAYNE**Secret Codes**

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.

ON THE LEVEL—Enable level select

TRI ASSASSIN DONT DIE—Unlock God Mode

LAME YANKEE DONT FEED—Unlock Restore Health

ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust

NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter

DONT FART ON OSCAR—Unlock Enemies parameter

SHOW ME MY WEAPONS—Unlock Show Weapons on Body

INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment

JUGGY DANCE SQUAD—Unlock Juggy Mode

CASPER: SPIRIT DIMENSIONS**Cheat Code**

At the title screen, press L + R + Z and hold all three buttons down until you hear a chicken make a clucking noise. Now begin a game and Casper will start with the Ghost Power, Fire Enhance and Ice Enhancer spheres.

CEL DAMAGE**Secret Codes**

To enter the following codes, you must have a memory card inserted into Slot A. From the main menu, select "Play," then press A and select "Create/Load." Next, select "Create New," then "Memory Card Slot A," then "New Name." Now enter any of the names below. You'll hear a special fanfare after entering a correct code.

W H A C K L A N D—Unlock all desert stages and Whack Angus

E A R L S P L A C E—Unlock all Transylvania stages and Count Earl

B R A I N S A L A D—Unlock all space stages and Brian the Brain

T W R E C K S P A D—Unlock all jungle stages and T. Wrecks

M E L E E D E A T H—Unlock melee weapons

H A Z A R D O U S—Unlock hazard weapons

U N I Q U E W P N S—Unlock personal weapons

G U N S M O K E !—Unlock ranged weapons

M O V E I T N O W—Unlock movement power-ups

F A N P L A S T I C—Unlock plastic rendering mode

M U L T I P L E X !—Unlock Finale sequences

P I T A—Unlock all stages, weapons and characters, plus the plastic rendering mode

CONFLICT DESERT STORM II**BACK TO BAGHDAD****Cheat Code**

At the main menu, press Z, Z, Y, Y, X, X, B, B, START, START. A new "Cheats" option will appear in the Options menu.

CRAZY TAXI**Secret Bicycle**

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:

Hold L, hold R, release L, release R

Hold R, hold L, release R, release L

When you lock in your character with the A button, you'll hear a bicycle bell to confirm that the code has been entered correctly.

Another Day

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R and press START. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

No Destination Mark

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L and press START. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L + R and press START. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

Speedometer

You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold R and press X five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold R and press X on Controller 3 again.

Alternate Camera Angles

Use the following button combinations on Controller 3 to change the camera angle at any time during the game:

- Hold R and press Y on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.

- Hold R and press B on Controller 3 to toggle between two additional camera angles. One is a first-person view through the windshield of

5 1 1 0 1 2—Stronger attacks for Player 1
8 1 5 4 8 0—Stronger attacks for Player 2
2 1 2 4 5 4—Stronger attacks for Player 3
2 8 6 5 5 2—Stronger attacks for Player 4
8 1 7 6 8 3—Stronger attacks (all players)
9 8 6 8 7 3—Smaller monsters for Player 1
9 7 1 9 3 4—Smaller monsters for Player 2
8 9 5 6 3 6—Smaller monsters for Player 3
7 9 5 7 3 5—Smaller monsters for Player 4
1 7 4 2 0 4—Smaller monsters (all players)
3 1 6 0 2 2—Invisible monsters
4 4 3 2 5 3—Hide all in-game interface graphics
5 6 7 9 8 0—Black and white film mode
6 6 1 3 3 4—Shift color hue
1 7 6 5 4 2—Watch credits

GOLDENEYE: ROGUE AGENT

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left

Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down

Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up

Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up

Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down

Pause Menu Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the Pause menu:

Full health and armor—R, R, Z, X, Z, R, L, Z

Full GoldenEye power—L, R, L, L, R, R, L

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode).

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold **Right** on the D-pad and press B, X, X, X, B, X, Y, A

Weapon upgrade—Hold **Right** on the D-pad and press B, B, Y, Y, X, X, X, A

Unlock "Level Select" option at the Pause menu—Hold **Right** on the D-pad and press X, X, B, Y, Y, B, X, A

Invisible Zeke

After the Gamecube logo disappears, press L + R + A + B and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.

Skeleton Zeke

After the Gamecube logo disappears, press A + B + Y + X and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code.

Unlock 9mm pistol and SMG-SD6—Right, Left, Up, Down, A, Up, Right, Right

Unlock all weapons and items—Right, Left, Up, Down, A, Up, B, A

God mode—Right, Left, Up, Down, A, Right, Left, Right, Left

Hitman Ali—Right, Left, Up, Down, A, Up, Up

Hitman full heal—Right, Left, Up, Down, A, Up, Down

Megaforce / Lethal Charge on—Right, Left, Up, Down, A, Right, Right

Naigun on / Gravity off—Right, Left, Up, Down, A, Left, Left

Bomb on / SlowMo on—Right, Left, Up, Down, A, Up, Left

HULK

Cheat Codes

Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."

G M M S K I N—Unlock "Invulnerability" cheat
L S H W N D—Unlock "Regenerator" cheat
A G M N G T—Unlock "Full Rage Meter" cheat
G R N C H T R—Unlock "Unlimited Continues" cheat

H L T H D S E—Unlock "Double Hulk's HP" cheat
B R N G I T N—Unlock "Double All Enemies HP" cheat

M M M Y H L P—Unlock "Half All Enemies HP" cheat

F S T O F R Y—Unlock "Wicked punch" cheat
B R C E S T N—Unlock "Puzzle Solved" cheat

N M B T H I H—Unlock "Reset High Score" cheat
T R U B L V R—Unlock "All levels" cheat

Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage.

J A N I T O R—Unlock "Gray Hulk" cheat
S A N F R A N—Unlock "Hulk Transformed" in Movie Art

P I T B U L L—Unlock "Hulk vs. Hulk Dogs" in Movie Art

F I F T E E N—Unlock "Desert Battle" in Movie Art

N A N O M E D—Unlock "Hulk Movie F/X" in Hulk Unleashed

I-NINJA

Cheat Codes

At any time during gameplay, press **START** to pause the game and enter the following codes:

Sword upgrade—Hold L + R and press X, B, X, Y, Y, B, X, B

Complete current mission—Hold R and press B, B, B, X; release R, hold L and press Y, Y; release L, hold R and press B, B (Note: This code will only work during normal missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)

Big head mode—Hold R and press Y, Y, Y, Y; release R, hold L and press Y, Y; release L, hold L + R and press Y, X, Y

THE INCREDIBLES

Cheat Codes

At any time during the game, press the **START** button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.

U D D L R L R B A S—Refill health meter
S M A R T B O M B—Kill everything within range of Mr. Incredible

S H O W T I M E—Refill Mr. Incredible's Incredimeter

F L E X I B L E—Refill Mrs. Incredible's Incredimeter

M C T R A V I S—Infinite Incredimeter for a limited time

T H E D U E A B I D E S—Take less damage for a limited time

G A Z E R B E A M—Temporary eye beam power

S A S S M O D E—Speed up gameplay

B W T H E M O V I E—Slow down gameplay

E I N S T E I N I U M—Big heads

D E E V O L V E—Tiny heads

A T H L E T E S F O O T—Mr. Incredible's feet leave a blazing trail

I N V E R T C A M E R A Y—Invert left/right camera controls

I N V E R T C A M E R A X—Invert up/down camera controls

B H U D—Enable/disable interface graphics

Y O U R N A M E I N L I G H T S—Display the credits

H I—Display Heavy Iron logo

KELLY SLATER'S PRO SURFER

Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

7 1 4 5 5 8 0 9 2—Mega cheat

6 1 9 5 5 4 1 4 1—All boards

3 2 8 5 5 4 4 9 7—All levels

9 4 9 5 5 6 7 9 9—All surfers

7 0 2 5 5 2 9 1 8—All suits

6 2 6 5 5 6 0 4 3—All tricks

2 1 2 5 5 1 7 7 6—Max. stats

2 1 3 5 5 5 7 2 1—Perfect balance

2 1 7 5 5 0 2 1 7—High jumps

8 7 7 5 5 3 8 2 5—1st-person view

8 1 8 5 5 5 1 4 7—Tippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear on the screen to confirm the code.

THE LORD OF THE RINGS

THE RETURN OF THE KING

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold L + R and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly:

Unlock Aragorn—A, A, Y, Y

Unlock Frodo—Y, X, X, X

Unlock Merry—A, Down, Down, A

Unlock Pippin—Y, X, B, Down

Unlock All Actor's Videos—A, B, A, Up

The following codes are character-specific; enter the code that corresponds to the character you're controlling.

• 1,000 experience points

Aragorn—Up, B, Y, A

Faramir—B, Y, Up, B

Frodo—Down, Y, Up, Down

Gandalf—X, Y, Up, Down

Gimli—X, X, Y, A

Legolas—A, Y, Up, A

Merry—Down, Down, B, A

Pippin—Y, A, B, A

Sam—Y, A, Down, A

• Unlock all skills up through Level 8 for purchase

Aragorn—Up, B, Y, Up

Faramir—X, Down, Down, Down

Frodo—X, X, Down, Down

Gandalf—X, B, Down, Down

Gimli—A, X, Down, B

Legolas—B, Up, Up, Down

Merry—Down, Y, A, B

Pippin—B, Up, Up, X

Sam—X, X, Y, Y

• Earn all special abilities

Aragorn—Down, X, Y, Y

Faramir—Up, B, X, Up

Frodo—Y, A, Down, A

Gandalf—Up, Down, Y, X

Gimli—X, B, A, X

Legolas—Y, X, A, X

Merry—Up, Y, X, X

Pippin—B, A, X, Y

Sam—Up, X, A, X

• Restore missiles

Aragorn—Y, B, B, Y

Faramir—Y, Up, A, A

Frodo—Y, Y, Y, X

Gandalf—Y, Down, A, B

Gimli—X, X, X, A

Legolas—B, Y, Y, X

Merry—Y, Up, A, Y

Pippin—Up, Up, B, X

Sam—B, A, X, B

• Purchase all normal 3-hit combos (see note above)

Aragorn—Up, B, Y, Down

Faramir—A, B, Up, A

Frodo—Down, B, Down, X

Gandalf—Down, Y, Up, X

Gimli—Y, B, Up, A

Legolas—A, X, Y, B

Merry—B, A, B, B

Pippin—A, A, Down, X

Sam—Up, Down, Y, Y

The following codes are not character-specific, but they will not work unless you have completed the game:

Purchase all upgrades—Up, Down, Y, X

Always devastating—Y, Up, Y, Down

Infinite missiles—B, B, Down, X

Invulnerability—B, X, B, Up

Perfect mode—X, Down, Y, A

Targeting indicator mode—Down, X, Up, B

Restore health—B, B, X, X

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.

Restore health—Hold L + R and press Y, Down, A, Up

Restore missiles—Hold L + R and press A, Down, Y, Up

All Level 2 upgrades—Hold L + R and press X, Right, X, Right

All Level 4 upgrades—Hold L + R and press Y, Up, Y, Up

All Level 6 upgrades—Hold L + R and press B, Left, B, Left

All Level 8 upgrades—Hold L + R and press A, A, Down, Down

1,000 upgrade points—Hold L + R and press A, Down, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked.

Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:

Always devastating—Hold L + R and press B, B, X, X

Small enemies—Hold L + R and press Y, Y, A, A

Slow motion—Hold L + R and press Y, X, A, B

Infinite missiles—Hold L + R and press B, X, A, Y

All upgrades—Hold L + R and press Y, X, X, X

Invulnerable—Hold L + R and press Y, B, A, X

MARIO GOLF: TOADSTOOL TOUR

Special Contests

Hold the Z button and press **START** at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests:

0 E K W 5 G 7 U—Camp Hyrule Cup

G G A A 2 4 1 H—Super Mario Open

C E U F P X J 1—Target Bullseye Tour

B J G Q B U L Z—Hollywood Video Tour

E L B U T 3 P X—Peach's Invitational

9 L 3 L 9 K H R—Bowser's Big Blast

2 G P L 6 7 P N—Bowser Jr.'s Jumbo Tourney

MARIO PARTY 6

Secret Voice Commands

Speak the following words into the Gamecube Mic at the times indicated to cause the corresponding effect to appear on the screen:

Brighton Waves—Say "Brighton" at the main mode select screen.

Twila Waves—Say "Twila" at the main mode select screen.

Flying Fly Guys—Say "Fly Guy" at the main mode select screen.

Jumping Cheep Cheeps—Say "Cheep Cheep" at the main mode select screen.

Running Goombas—Say "Goomba" at the main mode select screen.

Launch Bullet Bill—Say "Bullet Bill" during the Verbal Assault mini-game.

Launch Goombas—Say "Gears" during the Verbal Assault mini-game.

Launch missiles—Say "Nuts" during the Verbal Assault mini-game.

Monkeys attack—Say "Ukiki" during the Word Herd mini-game.

Falling Thwomps—Say "Zero" during the Shoot Yer Mouth Off mini-game.

MARIO POWER TENNIS

Star Characters

After completing all three normal cups (Mushroom, Flower and Star) with a character, you will receive a Star for that character. You will then be able to play as that character in Star Mode. Characters in Star Mode will have harder shots, swifter feet and deadlier angles.

Unlockables

• To unlock Fly Guy, win the Star Cup in Singles Tournament, World Open mode.

• To unlock Wiggler, win the Thunder Cup in Singles Tournament, Gimmick Masters mode.

• To unlock Paratroopa, win the Star Cup in Doubles Tournament, World Open mode.

• To unlock Petey Piranha, win the Thunder Cup in Doubles Tournament, Gimmick Masters mode.

• To unlock the Bowser Castle Court, win the Fire Cup in Singles Tournament, Gimmick Masters mode.

• To unlock the Mario Classic Court, win the Fire Cup in Doubles Tournament, Gimmick Masters mode.

Note: To unlock all play modes on one of the special courts, you must win a match on that court while playing in a Gimmick Masters Tournament (Singles or Doubles).

• To unlock the World Open Tournament Flower Cup, win the World Open Tournament Mushroom Cup.

• To unlock the World Open Tournament Star Cup, win the World Open Tournament Flower Cup.



- To unlock the Star Tournament Rainbow Cup, win the World Open Tournament Star Cup.
- To unlock the Star Tournament Moonlight Cup, win the Star Tournament Rainbow Cup.
- To unlock the Star Tournament Planet Cup, win the Star Tournament Moonlight Cup.
- To unlock the Gimmick Masters Tournament Fire Cup, win the Star Tournament Planet Cup.
- To unlock the Gimmick Masters Tournament Thunder Cup, win the Gimmick Masters Tournament Fire Cup.
- To unlock the Mecha-Bowser Mayhem special game, win the Mushroom Cup in Singles Tournament, World Open mode.
- To unlock the Balloon Panic special game, win the Flower Cup in Singles Tournament, World Open mode.
- To unlock the Coin Collectors special game, win the Mushroom Cup in Doubles Tournament, World Open mode.
- To unlock the "Ace" Difficulty Level, win the Planet Cup in Singles Tournament, Star Tournament mode.
- To unlock the Event Games, hold the Z button and press **START** at the *Mario Power Tennis* title screen.
- To unlock the Color-Changing Yoshi Shot, win the Flower Cup in Doubles Tournament, World Open mode.

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

- At the "Press Start" screen, quickly enter any of the following codes. You'll hear a special sound effect after entering each code correctly.
- Perfect balance—**Down, Up, X, Down, Up, X, Down, Up, X**
- Adrenaline meter always full—**Down, A, A, R, R**
- All riders have fiery hands and feet—**Down, B, B, A, A, R, R**
- Invisible bikes—**Down, Up, Left, Down, Right, Down, Left, Up**
- Unlock Day Smith—**B, Up, Down, Up, Down, Y**
- Unlock Vanessa—**B, Down, Left, Left, Down, Y**
- Unlock Bigfoot—**B, Right, Up, Right, Up, Y**
- Unlock Mime—**B, Left, Right, Left, Right, Left**
- Unlock Volcano—**B, Up, Up, A, Up, A**
- Unlock "vegas" rags (rider options)—**X, L, L, Up, Up**
- Unlock "gear" rags (rider options)—**X, B, Left, Right, Left, X**
- Unlock Tiki Battle mode—**L, L, Down, R, A, L**
- Unlock all levels in all modes except Road Trip—**Y, Right, Right, B, Down, Y**
- Unlock Chicago in Road Trip mode—**Y, Up, B, Up, B, Y**
- Unlock Las Vegas in Road Trip mode—**Y, R, Left, L, Right, Y**
- Unlock New Orleans in Road Trip mode—**Y, Down, Right, Up, Left, Y**
- Unlock Boston in Road Trip mode—**Y, Up, Down, Down, Up, Y**
- Unlock Los Angeles in Road Trip mode—**Y, Left, B, B, Left, Y**
- Unlock Portland in Road Trip mode—**Y, A, B, B, Y**
- Unlock all Mat Hoffman videos—**R, Left, X, Left, X, Left, R**
- Unlock all Joe Kowalski videos—**R, Up, A, B, Down, R**
- Unlock all Rick Thorne videos—**R, L, Right, R, Left, R**
- Unlock all Mike Escamilla videos—**R, X, A, X, A, A, R**
- Unlock all Simon Tabron videos—**R, L, L, R, L, L, R**
- Unlock all Kevin Robinson videos—**R, A, B, Down, Up, R**
- Unlock all Cory Nastazio videos—**R, Y, X, X, Y, Y, Y, R**
- Unlock all Ruben Alcantara videos—**R, Left, Right, Left, Right, Left, Right, R**
- Unlock all Seth Kimbrough videos—**R, Up, Up, X, X, X, R**
- Unlock all Nate Wessel videos—**R, Down, B, X, Down, B, X, R**
- Unlock all music tracks—**L, Left, Left, Right, Right, Right, A, A**
- No on-screen displays—**Down, B, X, A, Y**

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes

- At any time during gameplay, press **START** to pause, hold **L + R** and press **Y, Y, B, Up, A**. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.
- Invincibility—**B, Y, Right, A, Z, R**
- Infinite ammo—**Z, R, Up, X, B, A**
- 100% Adrenaline—**X, L, B, Z, L, Y**
- Kill stage nemesis—**L, Y, L, Z, L, Z**

- Collect stage OSS documents—**Left, Y, B, A, Down, B**
- Disable shellshock—**Z, R, X, Y, Y, L**
- Disable/enable HUD—**A, Y, Right, A, Z, B**
- Suicide—**L, Z, R, Up, A, Z**

MEDAL OF HONOR: FRONTLINE

Passwords

- Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu.
- H E A D S U P**—Achilles Head*
- R E F L E C T O R**—Bullet Shield*
- H I D E N S E E K**—Invisible Enemy*
- B I G B O O M E R**—MOHton Torpedo*
- M A D H A T T E R**—Men With Hats*
- F L A W L E S S**—Perfectionist*
- B O U N C E**—Rubber Grenades*
- S U P E R S H O T**—Snipe-o-Rama (all weapons have sniper rifle zoom ability)*
- S I L V E R S H O T**—Silver Bullet (one-hit enemy kills)*
- B A L L O W A X**—Unlock all "Bonus" items
- S E A G U L L**—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)
- E A G L E**—Unlock Mission 2: A Storm in the Port
- H A W K**—Unlock Mission 3: Needle in a Haystack
- P A R R O T**—Unlock Mission 4: Several Bridges Too Far
- D O V E**—Unlock Mission 5: Rolling Thunder
- T O U C A N**—Unlock Mission 6: The Horten's Nest

MEDAL OF HONOR: RISING SUN

Passwords

- Enter the Options menu, select "Passwords" and enter the following passwords. You must then turn the corresponding code on or off at the Bonus menu.
- L O A C H**—All Replay Items
- D I S C U S**—Unlimited Ammunition
- P L E C O**—Silver Bullet
- G O U R A M I**—Bullet Shield
- M O O R**—Rubber Grenades
- T E T R A**—Men Without Hats
- L E L E U P I**—Always Sniper
- Z E B R A**—Invisible Soldiers
- C I C H I D A**—Achilles Head
- B O T I A**—Perfectionist Mode
- B E N G A L**—Immortality

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

- Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.
- Invincibility—**Right, A, R, Y, Up, L, A, Left, L, B, A, R**
- Unlock all levels—**R, Y, Left, B, X, L, Left, Up, A, Down, L, X**
- Unlock all Boss Mode stages—**R, Y, Down, Down, A, L, Left, X, Right, Y, R, L**
- Unlock all CST stages—**X, Up, L, Left, Y, A, R, B, Right, R, X, B**
- Unlock all Agent data—**Up, Down, B, R, Left, L, Right, A, R, X, Up, R**
- Unlock all Alien data—**X, L, B, L, Down, Y, R, Right, A, Left, R, Y**
- Start with all weapons—**Up, Down, A, X, R, Y, Y, Left, B, L, L, Right**
- Do not lose weapon levels—**Down, Up, A, X, Down, Up, A, X, L, L, X, B**

MINORITY REPORT

Secret Codes

- Choose "Special" from the main menu, then select "Cheats." Select "Enter Cheat Code" and enter any of the following codes. A special message will appear upon entering a correct code.
- B U T T E R U P**—Restore player's health
- S T R A P P E D**—All weapons
- M R J U A R E Z**—Infinite ammo
- L R G A R M S**—Invincibility
- Q U I T T E R**—Level skip
- P A S S K E Y**—Level warp all
- D O N O T S E L**—Do not select
- S L I Z O M I Z**—Slomo button
- B O U N Z M E N**—Bouncy men
- S P I N A C H**—Super damage
- S T Y L I N**—Dramatic finish
- C L U T Z**—Wreck the joint
- S T E E L U P**—Armor
- C L U M S Y**—Rag doll
- S L U G G E R**—Baseball bat
- F P S S T Y L E**—Free aim
- W I M P**—Ending scene
- D I R E C T O R**—Unlock all movies
- N I N J A**—Unlock all combos
- S K E T C H P A D**—Unlock concept art
- M A X I M U M H U R T**—Unlock Pain Arenas

- W E I G H T G A I N**—Nara hero
- H A I R L O S S**—Moseley hero
- B I G L I P S**—Nikki hero
- S C A R Y C L O W N**—Clown hero
- S U P E R J O H N**—SuperJohn hero
- G N R L I N F A N T R Y**—GI John hero
- J A I L B R E A K**—Convict hero
- M R R O B O T O**—Robot hero
- I A M S O D E A D**—Zombie hero
- H I S S S**—Lizard hero

MLB SLUGFEST 2004

Secret Codes

- Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the **B, Y** and **X** buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press **B** three times, **Y** two times and **X** once, then press **Up** on the D-pad. A message will appear to confirm each code.
- 1-1-1-Down—Cheats Disabled
- 3-0-3-Up—Extended Time For Codes
- 4-4-4-Down—Unlimited Turbo
- 3-0-0-Left—Max. Batting
- 0-0-0-Left—Max. Power
- 0-0-3-Left—Max. Speed
- 2-4-2-Down—16" Softball
- 2-4-2-Up—Rubber Ball
- 0-0-4-Right—Whiffle Bat
- 0-0-4-Up—Log Bat
- 0-0-3-Up—Ice Bat
- 0-0-2-Up—Blade Bat
- 0-0-4-Left—Mace Bat
- 0-0-5-Up—Spike Bat
- 0-0-1-Up—Bone Bat
- 2-0-0-Right—Tiny Head
- 2-0-0-Left—Tiny Head
- 3-3-3-Up—Coliseum Stadium
- 3-2-1-Up—Rocket Park Stadium
- 3-3-3-Down—Monument Stadium
- 3-2-1-Down—Midway Park Stadium
- 3-2-1-Right—Empire Park Stadium
- 3-3-3-Left—Forbidden City Stadium
- 2-1-1-Left—Atlantic Stadium
- 3-2-0-Right—Pinto Team
- 2-1-1-Right—Horse Team
- 2-1-2-Right—Eagle Team
- 2-2-0-Right—Lion Team
- 1-0-3-Down—Dwarf Team
- 1-1-3-Down—Gladiator Team
- 1-3-3-Down—Bobbie Head Team
- 1-0-2-Down—Dolphin Team
- 1-1-2-Down—Scorpion Team
- 1-2-2-Down—Sub-Zero Team
- 1-3-2-Down—Rodeo Clown Team
- 1-1-0-Down—Minotaur Team
- 2-2-2-Down—Olshan Team
- 2-2-2-Up—Rivera Team
- 2-3-2-Down—Napitano Team
- 2-1-1-Down—Evil Clown Team
- 2-3-1-Down—Alien Team
- 3-3-3-Down—Casey Team
- 1-0-1-Down—Little League
- 2-2-2-Right—Team: Todd McFarlane
- 3-3-3-Right—Team: Terry Fitzgerald

MVP BASEBALL 2004

Secret Codes

- From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lower-case) letters only.
- keegan paterson—Player with huge bat
- jacob paterson—Player with huge bat
- isaiah paterson—Player with huge bat
- erik kiss—Player with skinny bat
- john prosen—Player with giant cap/helmet

MVP BASEBALL 2005

Cheat Codes

- Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.
- Katie Roy—Unlock all MVP Rewards
- Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
- Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
- Kenny Lee—Enable scaling of individual limbs at the "Body Build" menu
- Teddy Lee—Enable scaling of individual limbs at the "Body Build" menu

- Keegan Paterson—Short player with fat bat
- Jacob Paterson—Short player with fat bat
- Isaiah Paterson—Very short player with fat bat
- Sean Paterson—Tiny player with fat bat
- Avery Larmour—Tiny player with fat bat
- Mark Curran—Player with thin, easily-broken bat
- Les Kram—Player with thin, easily-broken bat
- G Clark—Player with thin, easily-broken bat

MX SUPERFLY

Cheat Code

- At the main menu, press **X, Y**, then **L + X**, then **X, L, Z**, then **R + Y** to unlock all of the tracks, mini-games, bikes and secret characters.

NAMCO MUSEUM

Display Game Time in Galaga Arrangement

- At the *Galaga Arrangement* screen, press **Left, Right, Left, Right, Up, Down, Up, Down**; you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing *Galaga Arrangement*.

NASCAR 2005: CHASE FOR THE CUP

Cheat Codes

- Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Enter the following names in their respective First Name and Last Name fields, then press **START** to lock in the name and activate the cheat:
- Walmart NASCAR—10,000,000 in the Bank
- You TheMan—Level 10 and 2,000,000 Prestige points
- MakeMe Famous—Rank 1 and 10,000,000 Fan Support
- The Intimidator—Unlock Dale Earnhardt
- Race Dodge—Unlock Dodge cars
- Mr.Clean Racing—Unlock Mr. Clean cars
- OldSpice Motorsports—Unlock Old Spice cars
- Levi Strauss153—Unlock Levi Strauss cars
- GetIn The Zone—Unlock Auto Zone cars
- Dodge Stadium—Unlock Dodge Raceway track
- OldSpice Venue—Unlock Old Spice Speedway track
- Walmart Exclusive—Unlock Lakeshore Drive track
- Open Sesame—Unlock all Thunder Plates

NASCAR THUNDER 2003

Secret Drivers

- Choose the "Create-a-Car" option from the "Features" menu and select "Driver." Enter any of the following names in the First Name and Last Name fields, then select "Continue." You'll see a confirmation message if you've done it correctly.
- Extra Drivers—Unlock Fantasy Drivers
- Dale Earnhardt—Unlock Dale Earnhardt
- Richard Petty—Unlock Richard Petty

NBA 2K2

Secret Teams

- From the main menu, select "Options," then select "Game Play." Hold **Left** on the analog stick and **Right** on the D-pad and press **START**. Now press **B** to return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "MEGASTARS" at the code entry screen to unlock the NBA 2K2, Sega Sports and VC teams. Be sure to hold **L** or **R** (or toggle the "Caps Lock") to enter the code in capital letters.

NBA 2K3

Cheat Codes

- From the main menu, select "Options," then select "Game Play." Hold **Left** on the D-pad and **Right** on the analog stick and press **START**. Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.
- M E G A S T A R S**—Unlocks the NBA 2K3, Sega Sports and VC teams
- S P R I N G E R**—Trash appears on the ground in Street mode

NBA COURTSIDE 2002

Secret Codes

- Choose "Skills Mode" from the main menu. At the Skills Mode menu, hold **Up** on the D-pad or analog stick, then hold **X + Y**, then hold **Down** on the C-stick. A new option, "Controller Stress Test," will appear. Choose this option, then enter any of the following codes at the blue screen that appears. Note: If the Controller Stress Test does not appear, press **B** to return to the main menu before you try again.
- Little players—**Left, Right, Left, Right, X, Y, Left**
- Big heads—**Left, Right, Left, Right, X, Y, Right**
- Little heads—**Left, Right, Left, Right, X, Y, Up**
- Big hands—**Left, Right, Left, Right, X, Y, Down**



"Invisible" players—**Left, Right, Left, Right, Y, X, Right**
Weird free throws—**Left, Right, Left, Right, Y, X, Down**
Unlock three hidden teams in Quick Play or Arcade Play mode—**Left, Right, Left, Right, X, X, Right**

NBA LIVE 2003

Secret Characters

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team.

FLIPMODE—Busta Rhymes
CALIFORNIA—Hot Karl
GOOD BEATS—Just Blaze
GHEETTO FAB—Fabolous
DOLLA BILLS—B. Rich
MIX TAPES—DJ Clue

NBA LIVE 2004

Secret Codes

Choose "My NBA Live" from the main menu and select "NBA Codes." Enter the following codes to unlock special shoes and gear in Create Player mode:

POUY985GY5—Unlock all shoes
725JKUPLMM—Unlock all Hardwood Classics jerseys
ERT9976KJ3—Unlock all NBA Gear
YREY5625WQ—Unlock all Team Gear
87843H5F9P—Unlock 15,000 NBA Store points

Secret Characters

Select "Team Management" from the Main Menu, enter the Roster Management mode and select "Create Player." Enter any of the following cheat codes in the "Last Name" field; a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the Free Agent pool for you to sign to any team. Note that all of the codes are in lowercase letters except the first.

SODDE—Jermaine Dupri
oelsnla—Kyle Korver
qwpaszx—Pacelis Morlende
poijis—Szymon Szewczyk
xcfwqase—Tommy Smith
poilkjmn—Rick Rickert
whsupoi—Aleksander Pavlovic
nbykmscn—James Lang
bbydkcvm—Matt Bonner
zxcvdrj—Sani Becirovic
ioubfcdj—Sofoklis Schortsanitis
wmkcoi—Xue Yuyang
skexido—Malick Badiane
pockdle—Andreas Glyniadakis
zdsdrke—Nedžad Simanovic
itnvcjsd—Remon Van de Hare
posneghx—Mario Austin
sdfgurkl—Carlos Delfino

NBA LIVE 2005

Cheat Codes

Choose "My NBA LIVE" from the main menu, then select "EA SPORTS Lounge." Now access the "NBA Codes" option and enter any of the following codes. (Note: The "0" character that you see in three of the four codes is the number zero.)

FHM389HU80—Unlock all shoes
PRY1234N0B—Unlock all jerseys
1NVD89ER2—Unlock all gear
YIS55CZ0E—Earn 50,000 Dynasty Points (note: this code must be entered by selecting "My NBA LIVE" from the Dynasty Central menu in Dynasty Mode)

NBA STREET VOL. 2

Secret Codes

Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any of the following codes at this time; if you entered a code correctly, you'll hear the sound of a car alarm being set:

Big heads—Hold L and press X, B, X
Small players—Hold L and press Y, Y, X, B
ABA ball—Hold L and press X, B, X, B
WNBA ball—Hold L and press X, Y, Y, X
Ball trails—Hold L and press Y, Y, Y, B
No interface graphics—Hold L and press B, X, X, X
All jerseys unlocked—Hold L and press X, Y, B, B
All courts unlocked—Hold L and press B, Y, Y, B
All Street Legends unlocked—Hold L and press X, Y, B, Y
All NBA Legends unlocked (except Michael Jordan)—Hold L and press X, Y, Y, B

NBA Legend Michael Jordan unlocked—Hold L and press X, Y, X, X
Unlimited Turbo—Hold L and press B, B, Y, Y
Explosive rims—Hold L and press X, X, X, Y
No Trick Counters—Hold L and press Y, X, X, X
Fast players—Hold L and press Y, X, Y, B
Easy two-pointers—Hold L and press Y, X, B, Y
Hard two-pointers—Hold L and press Y, B, X, Y

NEED FOR SPEED: UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit Tracks in Quick Race mode—**Down, R, R, R, X, X, X, Z**
Unlock all Drag Tracks in Quick Race mode—**Right, Z, Left, R, Z, L, Y, X**
Unlock all Drift Tracks in Quick Race mode—**Left, Left, Left, Left, Right, X, R, Y**
Unlock all Sprint Tracks in Quick Race mode—**Up, X, X, X, R, Down, Down, Down**

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation sound each time you enter a code correctly.

\$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—**Left, Left, Right, X, X, Right, L, R**
\$200 in Career mode—**Up, Up, Up, Left, R, R, R, Down**
Unlock Hummer H2—**Up, Left, Up, Up, Down, Left, Down, Left**
Unlock Best Buy vinyl—**Up, Down, Up, Down, Down, Up, Right, Left**
Unlock Burger King vinyl—**Up, Up, Up, Up, Down, Up, Up, Left**

NFL STREET 2

Cheat Codes

Choose "Options" from the main menu, then select "Cheats and Codes" and press X to call up the code entry screen. (Note: This option will not appear unless you create a User ID.) Now you can enter any of the following cheat codes. Be sure to take note of the capital letters in each code and enter them exactly as shown by using the keyboard shift function of the code entry screen.

WAEFSCT—Unlock AFC West All-Stars
EAAFSCT—Unlock AFC East All-Stars
NAOFRCTH—Unlock AFC North All-Stars
SAOUCTH—Unlock AFC South All-Stars
ENAFSCT—Unlock NFC West All-Stars
NNOFRCTH—Unlock NFC East All-Stars
NNAS66784—Unlock NFC North All-Stars
SNOUCTH—Unlock NFC South All-Stars
str2mkryz—Unlock Legends team and gridiron
TeamXzibit—Unlock Team Xzibit
Reebok—Unlock Team Reebok
EAFIELD—Unlock EA Field
NozBoost—Unlimited Turbo
Greased Pig—Fumble mode
GlueHands—No Fumble mode
NoChains—No Chains mode
FirstFirst—10-yard first downs
liXGBCrAZ—2x GameBreaker
XxGBCrAZ—10x GameBreaker
Shrunken—Tiny players
BIGSmash—Giant players
BLGPig—Big ball mode
RuinedPicnic—Ants mode
BloomingGroup—No textures
GottaBDSHoes—Max. Speed
MagnetHands—Max. Catch
BlastAttack—Max. Tackle
CementShoes—Weak jumping and O-Moves
SighsMatters—Random size
Trick3dOut—All Chains Mode

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing B, Y and X the number of times indicated, followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press B once, Y two times and X once, then press Left on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left

Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—3-2-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
No fake shots—4-2-4-Down
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

NICKELDEON PARTY BLAST

Unlock Secret Levels

Choose "Start Game" from the main menu, then pick a character and select Blast mode. When the "Select Level" screen appears, press **Up, Up, Down, Down, Left, Right**. You'll hear a chime and four "bungee" levels will be unlocked.

OUTLAW GOLF

Cheat Code

Start a new game; at the name entry screen, enter "Golf_Gone_Wild" as your name and save your game. This code unlocks all of the characters, stages and clubs.

Unlock Alternate Costumes

At the character select screen, hold R and press Z, Y, Y, Y, Y, Z, Y.

PIKMIN 2

Title Screen Fun

At the title screen, when the words "Press Start" appear, press the following buttons to play around with the screen.

Press X to make a Bulborb appear. You can control it with the C-stick and press Z to make it eat Pikmin.

Press Y to make a Flint Beetle appear. You can control him with the C-stick.

Press R to make the Pikmin form the word "Nintendo."

Press L to revert the title screen back to normal.

PITFALL: THE LOST EXPEDITION

Cheat Codes

At the title screen, hold L + R and enter any of the following codes. Release L + R after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—**Left, B, X, Down, B, A, B, X**
Faster attacks—**Left, Right, X, Up, X, Right, Left**
Play as Nicole—**Left, Up, Down, Up, X, Up, Up**
Play as old-school Pitfall Harry—**Y, Left, Down, B, X, Y, Left**
Unlock Pitfall! at the New Game/Load Game menu—**X, X, Left, Right, X, B, A, Up, X**
Unlock Pitfall II: Lost Caverns at the New Game/Load Game menu—**Left, Right, Left, Right, Y, Y, Y**

PRINCE OF PERSIA: THE SANDS OF TIME

Secret Level

Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1.

RAVE MASTER

Unlock Reina

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear a voice say "Yes!" to confirm the code. Reina will now be selectable in Vs. Mode and Free Mode.

RED FACTION II

Unlock Everything

Choose "Extras" from the main menu and access the "Cheats" option. Press B, B, A, Y, X, Y, X to unlock all cheats and levels. After entering this code, you will have the option of turning each specific cheat on or off.

REDCARD 20-03

Unlock Everything

At the main menu, enter "Load/Save" and select "Create/Load Profile." Enter "BIGTANK" as your profile name. You must have free space on your memory card so you can load the profile in order for the effects to be active.

RESIDENT EVIL

Special Weapon

If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge

Barry Version gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge is similar to the regular Handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger.

Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you will start with the Infinite Rocket Launcher in your inventory when you play again by choosing "Once Again..." at the main menu.

Grenade Launcher Trick

(Note: This trick will only work with Jill. Also, it's possible that using this trick will adversely affect the quantities of other items in your inventory, so try this at your own risk.) With the Grenade Launcher and at least one spare set of unequipped grenade shells of any kind in your inventory, equip the Grenade Launcher and find an item box. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box—it usually contains the First Aid Spray when you start the game or the Closet Key if you've already cleared the game once.) Now select the grenade shells occupying the first slot in the item box and combine the shells from the item box directly to your equipped Grenade Launcher. The number of shells displayed under the Grenade Launcher will become corrupted. Now exit the item box; Jill will have 240 shells in her Grenade Launcher when you check her inventory. If you still have unequipped Grenade Launcher ammo in the item box, stay in the item box screen and swap out the grenade shells again. You'll see the 496 shells back in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit out of the item box. You'll still have the spare set of 496 shells—and you'll also have 240 shells in the Grenade Launcher if you pulled them from the first item spot the second time you combined them. If you have more than one set of unequipped shells, you can keep swapping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time.

RESIDENT EVIL 2

Unlimited Ammo

Press START to pause the game, then choose "Button Config." from the Option menu. When the Controller Setup screen appears, hold the R button and press the Z button 10 times. If done correctly, you will see the white boxes around the CONFIG. and AIM settings turn red.

ROADKILL

Cheat Codes

At any time during gameplay, press START to pause, highlight the "Map" option and enter any of the following codes:

Restore health—**X, B, X, B, X, B, X, B**
Infinite ammo—**Y, X, X, B, Y, X, X, B**
Earn \$100,000—**Y, B, Y, B, X, A, B, X, Down, Up**
Summer tornado—**Y, B, A, X, X, A, B, Y**
Weapons unlock (weapons spawn near garage)—**Y, A, A, Y, X, B, B, X, A, X, B, Y**

ROBOTEC: BATTLECRY

Secret Passwords

At the main menu, select "New Game." At the next menu, hold L + R and press Left, Up, Down, A, Right, B, START. A special password entry screen will appear where you can enter any of the following codes:

WEWILLWIN—Unlock all missions
MULTIMAYHEM—Unlock all multiplayer missions
SUPERMECH—Invincibility
MISSEMACHROS—Unlock all Veritech designs
WHERESMAX—Unlock all Veritechs and awards
BACKSTABBER—One-shot kills
SNIPER—One-shot Sniper kills
SPACEFOLD—Faster gunpowder ammo refresh
MARSBASE—Faster missile refresh
MIRIYA—Faster weapon refresh

ROCKY

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlock all boxers and arenas—Hold R and press **Up, Down, Down, Left, Left, L**
Boxers punch harder—Hold R and press **Right, Down, Left, Up, Left, L**
Boxers move faster—Hold R and press **Down, Left, Down, Up, Right, L**



ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.

Half damage—X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X
Enemy bullets cause no damage—Left, Right, Right, Left, X, Y, Y, X
Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, Right, Right, Left, X, X
Infinite ammo—X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, X
One-shot kills—Y, Left, Right, Right, Left, Y, R, L, Y, X, X
M7 shoots Frag Grenades—R, L, Right, Right, Left, Left, Right, Right, L, R, X, Y
Crossbow shoots Frag Grenades—Left, Right, Right, Left, X, Y, R, L, X, Y, Left, Right
M7 shoots Rockets—X, Left, Right, R, L, Right, X, L, R, Left, Left
Crossbow shoots Rockets—Right, Right, Left, Left, R, R, L, L, Y, Y, X, X
Big weapons for Nikki—X, X, X, X, Y, Y, Y
All character models have big feet—Right, Right, Right, Left, Right, Left, Right, Left, Left, Left
Skip the current scene—R, X, R, Y, R, Left, R, Right, R, L, X, L, Y, L, Left, L, Right, X
Skip to the La Casa Negra stage—Left, Right, Right, Left, Y, X, L, R, Y, Y, X (Note: This code will only work in the Training stage)
Skip to the Forsythe Museum stage—L, R, Right, Left, Left, R, L, X, X, L (Note: This code will only work in the La Casa Negra stage)
Skip to the Silo 7 East stage—R, R, Right, Right, Right, R, L, X, L, X, L (Note: This code will only work in the Forsythe Museum stage)
Skip to the Magyar Klub stage—L, R, Right, Left, Left, R, Y, L, X, X, X (Note: This code will only work in the Silo 7 East stage)
Skip to the Stauffer Bank stage—L, Y, Y, Left, Left, R, L, Right, X, Right, Right (Note: This code will only work in the Magyar Klub stage)
Skip to the Reliance Shipping Company stage—L, R, Right, Y, Left, L, Left, Left, X, Y, X (Note: This code will only work in the Stauffer Bank stage)
Skip to the MDD Research Station stage—L, R, Right, Left, L, R, Right, X, Y, X, X (Note: This code will only work in the Reliance Shipping Company stage)
Skip to the Installation K stage—L, R, Right, L, Left, Y, L, Y, Right, Right, Left (Note: This code will only work in the MDD Research Station stage)
See game ending—L, R, X, X, Left, R, X, X, L, X (Note: This code will only work in the Installation K stage)

SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press **START** to pause, then quickly enter any of the following codes:

All power-ups—Hold L + R and press X, B, X, B, X, B, B, X, X, B, X, X, X
Unlock alternate credits sequence—Hold L + R and press B, X, X, B, X, B

SEGA SOCCER SLAM

Secret Codes

Enter these codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code. Some of these codes can be found in the special artwork that you unlock in the Quest mode.

Unlock Jungle stadium—Up, Down, Left, Right, X, Y
Unlock Oasis stadium—Up, Up, Down, Down, X, X
Unlock Pacific Atoll stadium—Up, Up, Left, Left, Y, Y
Unlock Alpen Castle stadium—Up, Up, Up, Down, X, X
Unlock Riviera Ruins stadium—Up, Down, Down, Right, Y, X
Unlock Reactor Core stadium—Up, Left, Left, Right, X, Y
Unlock all stadiums—Up, Up, Up, X, X, Big hits—L, R, Up, Up, X, Y
Max. Power—L, R, Left, Right, Y, Y
Infinite Turbo—L, R, Right, Up, X, X
Infinite Spotlights—L, R, Down, Right, Y, X
Alternate El Fuego team—X, X, Down, Down, Right, Left
Alternate Spirit team—Y, Y, Down, Down, Left, Right
Alternate Tsunami team—X, Y, Down, Up, Right, Left
Alternate Toxic team—Y, X, Down, Down, Up, Up
Alternate Subzero team—Y, Y, Down, Right, Left, Up

Alternate Volta team—Y, X, Down, Up, Down, Up

All alternate teams—X, Y, Down, Down, Down, Down
Eyeball ball—R, Right, Down, Up, X, X
Black Box ball—R, Left, Left, Down, X, X
Earth ball—R, Right, Right, Left, X, X
Rusty can ball—R, Left, Up, Up, Y, Y
Magic 8-ball—R, Right, Up, Up, Y, Y
Beach ball—R, Right, Right, Down, Y, X
Crate ball—R, Left, Down, Right, Y, X
Kids rubber ball—R, Right, Up, Down, X, Y
Kids block ball—R, Left, Right, Right, Y, Y
Old-school soccer ball—R, Right, Left, Left, Y, X
"Remy Saville's head" ball—R, Left, Right, Left, X, Y
"Rob Willock's head" ball—R, Left, Up, Left, Y, X
El Diablo's items—Left, X, Right, X, Down
Rico's items—Left, X, Right, X, Right
Madeira's items—Left, Y, Down, X, Up
Zari's items—Left, Y, Left, Y, Right
Kaimani's items—Left, X, Down, X, Down
Djimon's items—Left, Y, Down, Y, Up
Kahuna's items—Left, Y, Right, Y, Right
Rumiko's items—Left, Y, Left, Y, Up
Boomer's items—Left, Y, Left, X, Up
Raine's items—Left, X, Up, X, Up
Duke's items—Left, Y, Up, X, Right
Nova's items—Left, Y, Down, Y, Right
Half Pint's items—Left, Y, Up, X, Up
Lola's items—Left, X, Left, Y, Down
Kiril's items—Left, Y, Up, X, Left
Angus' items—Left, X, Right, X, Up
Dante's items—Left, X, Right, Y, Left
Arsenault's items—Left, Y, Up, Y, Down
All items—Left, X, Left, X, Left
Big heads—R, L, Up, Up, Y, Y
"Pleasantville" mode—Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left
"Citizen Kane" mode—X, Y, X, X, Y, Left, Right, Left, Right, Left, Right

SHARK TALE

Cheat Codes

During any of the levels where you can obtain pearls, press the Z button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release L after entering a code. You can disable a cheat by entering the same code a second time.

Replace Pearls with Coins—Hold L and press X, A, X, X, X, A, X, X
Some creatures will fly off the screen when touched—Hold L and press X, X, X, A, X, X, X, X

SHREK 2

Cheat Codes

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Up, Up, Up, Up, Up
Unlock all bonuses—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Y, X, Y, X, Y, X
Earn 1,000 gold coins—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, X, X, X, X, X
Refill health meters—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Right, Down, Left, Up

THE SIMPSONS: HIT & RUN

Cheat Codes

Choose "Options" from the main menu, then hold L + R at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—Y, A, Y, A
Unlimited top speed—X, X, X, X
Fast acceleration—Y, Y, Y, Y
Press horn to make vehicle jump—X, X, X, Y
Destroy vehicles with one hit—Y, Y, X, X
Enable speedometer—Y, Y, B, X
Replace secret vehicle in each mission with Red Brick Car—B, B, Y, X
Play Kang & Kodos dialogue during credits—A, X, X, Y (choose "View Credits" from the Options menu)
Show graphic wireframes—B, A, B, Y
Extra camera angles—B, B, B, A
With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The analog stick aims the camera, but if you hold the Z button, you can also use it to move the camera's position.

Holiday Menu Screens

If you change the date in the GameCube hardware's internal clock to Halloween (October 31), Thanksgiving (the fourth Thursday in November) or Christmas (December 25), the main menu screen will have a special holiday theme with Homer sitting on the couch in a holiday costume.

THE SIMS

Cheat Codes

Hold L + R at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes:

FISH EYE—First-person perspective. Press the X button to toggle it on and off
FREEALL—All items cost \$0 Simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code
MIDAS—Unlocks all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House
PARTY M—Unlocks "The Motel" multiplayer game (Note: You can only access this game after unlocking the Bonus Menu by entering the "MIDAS" code)
SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

SMUGGLER'S RUN: WARZONES

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Enable countermeasures—Y, Y, X, X, Z, Z
Transparent vehicle—Left, Right, Left, Right, Z, Z, R
Cars fly away upon collision with your vehicle—Z, R, Z, R, Right, Right, Right

SONIC HEROES

Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SONIC MEGA COLLECTION

Unlock Bonus Games

Each of the locked games can be unlocked by playing other games a certain amount of times according to the following schedule. Note that you get credit for playing a game even if you exit that game immediately after the "Game Log Recorded" message appears:

- Blue Sphere—Play *Sonic the Hedgehog* and *Sonic 3D Blast* 20 times each, or play *Sonic Mega Collection* with a *Phantasy Star Online Episode I & II* save file on your memory card
- Knuckles in *Sonic 2*—Play *Sonic the Hedgehog 2* and *Sonic Spinball* 20 times each
- Sonic 3 & Knuckles*—Play *Sonic the Hedgehog 3* and *Sonic & Knuckles* 20 times each
- Flicky*—Play *Dr. Robotnik's Mean Bean Machine* 30 times, or play *Sonic Mega Collection* with a *Sonic Adventure 2 Battle* save file on your memory card
- Ristar*—Play *Blue Sphere*, *Knuckles in Sonic 2*, *Sonic 3 & Knuckles* and *Flicky* 30 times each

SPAWN: ARMAGEDDON

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.

All weapons—Up, Down, Left, Right, Left, Right, Left
Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right
Infinite health and Necroplasm—Up, Down, Left, Right, Right, Left, Down, Up
Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up
Unlock all comics—Up, Down, Left, Right, Right, Left, Left, Up
Unlock all missions—Up, Down, Left, Right, Left, Right, Right
Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

SPEED KINGS

Cheat Code

Start a new game and enter the "Player Setup" menu from any section. Under the player's handle, enter "borkbork" as the player's name to unlock everything in the game.

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

KOALA—All "Combat Controls" enabled
M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
H E R M A N S C H U L T Z—Play as Shocker
S E R U M—Play as a scientist
K N U C K L E S—Play as Thug 1
S T I C K Y R I C E—Play as Thug 2
T H U G S R U S—Play as Thug 3
F R E A K O U T—Play as Thug 4
C A P T A I N S T A C E Y—Play as a helicopter pilot
R E A L H E R O—Play as a security guard
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet
J O L E S P E A N U T S—Enemies have big heads + feet
U N D E R T H E M A S K—First-person view

SPIDER-MAN 2

Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPONGEBOB SQUAREPANTS

BATTLE FOR BIKINI BOTTOM

Cheat Codes

Pause the game, then hold L + R and enter the following codes. Note that the codes must be entered very quickly. If done correctly, you will hear SpongeBob say something or the controller will vibrate to confirm.

X, X, X, X, Y, X, Y, X, Y, Y, Y, Y—Max. health
X, Y, X, Y, X, X, Y—Add 1,000 Shiny Objects
X, Y, X, X, Y, X, Y—Add 10 Spatulas
X, Y, X, X, X, X, Y—Instant Bubble Bowl power-up
Y, X, X, X, Y, X, X—Instant Cruise Bubble power-up
X, X, X, X, Y, X, X, X, Y, X, Y—Cruise control for Cruise Bubble
X, Y, X, Y, X, X, Y, X—Unlock all monsters in Monster Gallery
Y, X, Y, X, X, X, Y—Unlock Art Gallery
Y, X, Y, X, X, X, X, X, X, Y, Y, X, X, Y—Shiny Objects have more value
X, X, X, Y, X, X, X, X, X, X, X, X, X—Expert Mode
X, X, X, X, Y, X, X, X, X, X, X—Always Shrapnel Bob death animation
X, X, X, X, Y, X, X, X, X, Y, Y—No Pants mode
Y, Y, X, X, X, X, X, Y—Invert left/right camera controls
Y, X, X, X, X, X, X, Y—Invert up/down camera controls
Y, Y, Y, X, X, X, X, X, X, X—Big Plankton
Y, Y, Y, X, X, X, X, X, X, X—Small villagers
Y, Y, Y, X, X, X, X, X, X, Y, Y—5small co-stars
Y, Y, Y, Y, X, X, X, X, X, X, Y—Villagers give health
Y, Y, Y, Y, X, X, X, X, X, X, Y—Villagers give Shiny Objects when hit
Y, Y, Y, Y, X, X, X, X, X, X, X—Villagers take Shiny Objects
Y, Y, Y, Y, X, X, X, X, X, X, X—Villagers and co-stars give Shiny Objects when you double-jump

THE SPONGEBOB SQUAREPANTS MOVIE

Cheat Codes

At any time during the game, press **START** to pause, then hold L + R and enter any of the following codes. You will hear a confirmation



sound each time you enter a code correctly. For the costume codes, you will need to exit and re-enter the stage to see the code's effect. Obviously, the Patrick codes can only be used in levels where you play as Patrick.

X, Y, X, X, Y, X, Y, Y—Unlock all levels and challenges
Y, Y, X, Y, X, X, Y, Y—Unlock all additional moves
Y, Y, X, Y, X, X, Y, X—Unlock all additional moves and upgrades
X, X, X, X, Y, X, Y, X—Increase max. health
Y, Y, Y, Y, X, X, Y, X—Alternate costume for Spongebob
Y, Y, Y, Y, X, X, Y, Y—Caveman costume for Spongebob
Y, Y, Y, X, X, Y, X, Y—Alternate costume for Patrick
Y, Y, Y, X, X, Y, X, X—Caveman costume for Patrick

SPY HUNTER

Secret Moves

At the profile menu, select a blank entry, then enter any of the following codes as your name; you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.
G U N N—Unlock "Saliva: The Spy Hunter Theme" movie
W O O D Y—Unlock "Early Test Animatic" movie

SRS: STREET RACING SYNDICATE

Cheat Codes

At the main menu, press **Up, Down, Left, Right**. A cheat menu will appear where you can enter the following codes:
S I C K J Z A—Unlock Toyota Supra 3.0L RZ in Arcade Mode
S I C K G D B—Unlock Subaru Impreza S202 STi in Arcade Mode
I G O T G S T—Unlock Mitsubishi Eclipse GS-T in Arcade Mode
R E N E S I S—Unlock Mazda RX-8
M Y T C G T S—Unlock Toyota Celica GT-S
G O T P O P O—Unlock Police Car in Arcade Mode
L E T M E G O—First three busts are only warnings
F I X I T U P—Free repair
G O R E T R O—Unlock all VinyIs

SSX3

Cheat Codes

From the main menu, press the Y button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:
b i g g e r t h a n k 7—Unlock all peaks
d j s u p e r s t a r—Unlock all songs in playlist
s h o p p i n g s p r e e—Unlock all Peak 1 gear, items and accessories
n a t u r a l c o n c e p t—Unlock all art
g r a p h i c d e l i g h t—Unlock all special boards
p o s t n o b i l l s—Unlock all posters
n o g l u e r e q u i r e d—Unlock all toys
g o t i t g o t i t n e e d i t—Unlock all trading cards
m y e y e s a r e d i m—Unlock all videos
z e n m a s t e r—Unlock Brodi
w o r m—Unlock Eddie
b r o n c o—Unlock Luther
m i l k e m d a i s y—Unlock Cudmore
n o t s o s v e l t e—Unlock Svelte Luther
b a c k 2 f u t u r e—Unlock Marty
s l i c k s u i t—Unlock Hiro
w h e r e s y o u r a i l—Unlock Bunny San
w i n d m i l l d u n k—Unlock Stretch
c a l l i n g m e g o r g e—Unlock Northwest Legend
b r o k e n l e g—Unlock Jurgen
b o n e y a r d r e j e c t—Unlock Gutless
t a n k e n g i n e—Unlock Churchill
g r e a t w h i t e n o r t h—Unlock Canhuk
f i n a l l y m a d e i t i n—Unlock Unknown Rider
b e t y o u v e n e v e r s e e n—Unlock Snowballs

STAR WARS: BOUNTY HUNTER

Secret Codes

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.
M A N D A L O R I A N W A Y—Unlock all chapters
G O F I S H—Unlock all TCG cards
R A R T I S T S R O C K—Unlock all concept art

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a shout each time you enter a code correctly.
P E E P S—Unlock all multiplayer characters
F L I C K Y—Unlock all Movie Viewer items
D I N G O—Unlock all levels
S C O O T E R—Infinite Force meter
B I S C U I T—Infinite ammunition
F U D G E—All weapons
B U B B L E—Invincibility

STAR WARS: REBEL STRIKE

ROGUE SQUADRON III

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.
I I O U A O Y E—W I M P I A M—Infinite lives
E E Q Q Y P L—C H E I A T E R—Unlock all missions in Single Player mode
S W G R C Q P L—U C H E A T E D—Unlocks all regular missions in Cooperative mode
R W A L P I G C—N O W A Y O U T—Unlock Asteroid Field mission in Cooperative mode
W P X ? F G C I—E X C E R S I Z—Unlock Endurance mission in Cooperative mode
Y F C E D F R H—D S A G A I N—Unlocks Death Star Escape mission in Cooperative mode
F R L L I C S F—F A R M B O Y—Unlocks Beggar's Canyon Race under "Special" in Versus mode
R T W C V B S H—B F N A G A I N—Unlock Naboo Starfighter ship in all modes
T G B C W L P N—Z Z B O U N T Y—Unlock Slave 1 ship in all modes
Q Z C R P T G I—H A N S R I D E—Unlock Millennium Falcon ship in all modes
V D X ? W K I—H A N O K S H I P—Unlock TIE Advanced ship in Cooperative and Versus modes
J A S D J W F A—I D A B O M B I—Unlock TIE Bomber ship in Single Player and Versus modes
F R R V B M J K—L O O K O U T I—Unlock TIE Hunter ship in Single Player and Versus modes
A X C B P R H K—W H A T T H E ?—Unlock Rudy's Car ship in Single Player and Cooperative modes
B B G M Y W S X—J E D I W H O ?—Unlock Jedi Starfighter ship in Versus mode
M C K E M A K D—O N E S H O T I—Unlock TIE Fighter ship in Cooperative mode
R T J P F C I—G—T I M E W A R P—Unlock Star Wars game in Arcade
I H I F ? H X S—K O O L S T U F—Unlock The Empire Strikes Back game in Arcade
L O O K M O M I—Unlock "Credits" option at the Special Features menu
T H E D U D E S—Unlock "Documentary" option at the Special Features menu
I K O L A R T—Unlock "Art Gallery" option at the Special Features menu
H A R K H A R K—Unlocks "Music Hall" option at the Special Features menu
N O C O L O R ?—Black and white mode

STAR WARS: ROGUE LEADER

ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.
J P V I ? I J C—R S B F N R L—Infinite lives
I ? ? Q W T T J—C L A S S I C—Unlock all levels
A Y Z B I R C L—W R K F O R I T—All tech upgrades
P Y S T ? O O—D U C K S H O T—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press Up to access)
T V L Y B B X L—N O W A R I I—Bonus level "The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press Up to access)
A Z T B O H I I—O U T C A S T I—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press Up to access)
O G R W P D G—E E K E E K I—Bonus level "Revenge on Yavin" (enter the "Triumph of the

Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right to access)
? W C Y B R C ?—? M B C ? ? ?—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right, Right to access)
C D Y X F I ? Q—A S E P O N E I—Unlock Naboo Fighter
M V P Q I U ? A—O H I B U D D Y—Unlock Millennium Falcon
Z T ? I R G B A—D I S P S B L E—Unlock TIE Fighter
P Z ? A P B S Y—I R O N S H I P—Unlock Slave 1
V V ? G X R Y P—C N O O Q ! Z R—J F E T T S H
N Y M I U O K—B L K H L M T I—Unlock TIE Advanced
A J H H I ? J Y—B U S T O U R—Unlock Imperial Shuttle
I Z U V I E L I—B E N Z I N I—Unlock Car
U I ? I V W Z C—G I V E I T U P—Enable "Ace Mode" option at the Special Features menu
B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu
E X H I B I T I—Enable "Art Gallery" option at the Special Features menu
C O M P O S E R—Enable "Music Hall" option at the Special Features menu
? I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E I—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

STAR WARS: THE CLONE WARS

Cheat Codes

At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes. A special message will appear after entering each code correctly.
G A S M A S K—Unlock all missions
1 W I F T F O R C E—Unlock invincibility
C H O S E N I—Unlock unlimited ammo
Y U B Y U B—Unlock bonus objectives
F R A G F I E S T A—Unlock all multiplayer maps
C I N E M A—Unlock all cutscenes
S A Y C H E E S E—Unlock team photos
C O R D E—Unlock Amidala in Academy
F U Z Z B A L L—Unlock Wookiee in Academy
R O G E T T A G E R—Unlock Battle Droid in Academy
W A T T A M B O R—Unlock Super Battle Droid in Academy
Play Ewok Celebration Song
At any menu screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START** (using the D-pad). The Ewok Celebration song from *Star Wars: Return of the Jedi* will begin playing immediately.

STARSKY & HUTCH

Unlock Everything

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons, and episodes within the Story Mode, all Free Roam areas, TV Specials and Locker features.

TAK AND THE POWER OF JUJU

Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes:
E a r n A l l J u j u P o w e r s—**Up, Right, Left, Down, Y, X, B, Down**
M a x. N u b u P l a n t s—**B, Y, X, Left, Up, Right, Down, Down**
M a x. M o o n s t o n e s—**Y, B, B, X, X, Left, Right**
M a x. Y o r b e l s—**Up, Y, Left, B, Right, X, Down, Up**
M a x. F e a t h e r s—**B, Y, X, B, Y, X, B, Y**
U n l o c k E x t r a B o n u s F e a t u r e s—**Left, Right, B, B, X, X, Left, Right**

TEENAGE MUTANT NINJA TURTLES

Cheat Codes

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
D R L D S—Stronger Donatello
R D S R L—Stronger Raphael
M S R M M—Stronger Michelangelo
L M L S D—Stronger Leonardo
M L M L S—Donatello takes less damage
S D R M L—Raphael takes less damage
R L D R D—Michelangelo takes less damage
L D S M S—Leonardo takes less damage
R S L S R—Donatello's alternate costume
S L S M M—Raphael's alternate costume
R L S L M—Michelangelo's alternate costume
R S L M D—Leonardo's alternate costume
M L S D S—Donatello's power-up effects increase
R S S S R—Raphael's power-up effects increase
R L M S M—Michelangelo's power-up effects increase

R S D M M—Leonardo's power-up effects increase
M S S L D—Michelangelo gains unlimited explosive shuriken/recovery items are increased
S S L M D—Leonardo gains unlimited shuriken
L S L M L—Unlock Splinter in Story mode
S R L M D—Unlock Casey Jones in Story mode
L S D R M—Unlock Playmates Toy Database
D D M L L—Funny sound effects
F u n n y W a l k i n g S o u n d
At the title screen—when the words "Press Start Button" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear the Ninja Turtles say "Yeah!" to confirm the code. Now the Turtles' feet will make funny sounds when they walk.

TEENAGE MUTANT NINJA TURTLES 2

BATTLENEXUS

Passwords

Choose "Options" from the main menu and select the "Password" option. Enter the following passwords by choosing the letter icons; a confirmation message will appear each time you enter a code correctly.
L S D R R D R—Mighty Turtle (no damage)
R S R L S M—Infinite shuriken
L D R M R L M—Defense power doubled
S D L S R L L—Offense power doubled
D S R D M R M—Health (eliminates damaging effects)
M R L M R M R—Pizza Paradise (stamina restore items upgraded to Pizza)
D R M S R L R—Self Recovery (stamina meter gradually restores itself)
S D S R L D—Abyss challenge (don't fall off anywhere)
M R M D R M D—Endurance mode (stamina restore items eliminated)
R D S R M R L—Super Tough mode (enemy defense power doubled)
L R S R D R D—Fatal Blow mode (one hit will kill you)
S L S D R D L—Nightmare (enemies give double damage)
D R S L L S R—Poison effect on Turtles
R L M R D S L—No shuriken
D S L R D R M—Nexus Turtle outfit for Donatello
L M R M D R D—Nexus Turtle outfit for Leonardo
M L M R D R M—Nexus Turtle outfit for Michelangelo
R M S R M D R—Nexus Turtle outfit for Raphael
S R M L D D R—Playmates added to Bonus Materials
M L D S R D M—Honking noise when attacking
S S S M D D—Toddling mode (weird sound when walking)

TERMINATOR 3: THE REDEMPTION

Cheat Codes

Highlight "Credits" at the main menu and enter any of the following codes. Note: You may not be able to have all three codes active at once. Invincibility—Press **X + Z + R** simultaneously
Unlock all levels—Press **X + Z + Y** simultaneously
Unlock all upgrades—Press **X + Y + L** simultaneously

TIGER WOODS PGA TOUR 2003

Cheat Codes

Enter the Options menu, select Cheat Codes and enter either of the following codes. You will hear Tiger say, "Oh Yeah!" each time you enter a code correctly:
1 4 C O U R S E S—All courses unlocked
A L L T W 3—All golfers unlocked

TIGER WOODS PGA TOUR 2004

Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
T H E K I T C H E N S I N K—Unlock all golfers and courses
S H E R W O O D T A R G E T—Unlock Target World Challenge at Game Modes menu
Y J H K 3 4 2 B—Unlock all Nike sponsorship items for purchase
9 1 t r e S T R—Unlock all Adidas sponsorship items for purchase
c g T R 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase
C L 4 5 e t U B—Unlock all Cleveland Golf sponsorship items for purchase
F D G H S 9 7 I—Unlock all Maxfli sponsorship items for purchase
k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase
R 4 5 3 D T e—Unlock all PING sponsorship items for purchase
B R I 3 4 9 8 2—Unlock all Precept sponsorship items for purchase
c d s a 2 f i g y—Unlock all TAG Heuer sponsorship items for purchase
T S 3 4 5 3 2 9—Unlock all TourStage sponsorship items for purchase



TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:

T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
T H E T E N N E S S E E K I D—Unlock Justin Timberlake

9 1 t r e S T R—Unlock all Adidas sponsorship items for purchase

c g T R 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase

C L 4 5 e t U B—Unlock all Cleveland Golf sponsorship items for purchase

I s f k a j f d—Unlock all Cobra sponsorship items for purchase

F D G H 5 9 7 i—Unlock all Maxfli sponsorship items for purchase

Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase

U i t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase

k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase

R 4 5 3 D r T e—Unlock all PING sponsorship items for purchase

c D s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPLINTER CELL

CHAOS THEORY

Unlock All Missions

Choose "Solo" from the main menu. At the Solo menu, hold L + R and press X, X, X, X, Y, Y, Y, Y. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

F R E A K S H O W—Unlock all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu

M A X M E O U T—Give the currently-selected skater enough stat points to max out all statistical categories

P O P C O R N—Unlock all movies

Secret Neversoft Skaters

First, enter "W E E A T D I R T" at the "Cheats" screen. Then create a new skater at the "Create a Skater" menu with one of the following names to unlock one of nearly 60 different secret characters. Most of the new skaters are members of the team that designed the game, their family members or friends. Note that all of them have unique facial features which cannot be changed unless you create a new skater, and some have special clothing or boards:

JEREMY ANDERSEN

EASTSIDE

CRASHCART

DAVE COWLING

RALPH D'AMATO

PIMPIN FRANK

LISA DAVIES

PETE DAY

MATTHEW DAY

RACHAEL DAY

GORILLA

DOOFUS

MAYA'S DADDY

EDWIN FONG

STEVE GANEM

CHRIS GLENN

FROGHAM

NOEL

BRIAN

CAP'N JENNINGS

GARVIN

MINI JOEL

JOEL JEWETT

SANDY JEWETT

HENRY JI

RYAN MCMAHON

KEVIN MULHALL

NOLAN NELSON

BRAINEATERS

ANDY NELSON

JOHNNY OW

SPEASE

CJR

STEVEN RAUSCH

JAMES RAUSCH

ANDREW RAUSCH

PAUL ROBINSON

KAGE

HI BEN

AARON

GI SKILLZ

DARREN

JASON UYEDA

CHRIS WARD

MICK WEST

RILEY HAWK

SPENCER HAWK

WILLIAM PEASE

DDT

CONNOR JEWETT

RASTAPOPOLOUS

062287

80S MARK

GRASS PATCH

NICOLE WILLICK

STACEY D

DAVE STOHL

MIKE WARD

TREY SMITH

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

g o l d e n—Always Special (note: the second character is the number zero)

b e l i k e g e o f f—Perfect Rail

2 w h e e l i n—Perfect Manual

g i a n t s t e p s—Moon Gravity

m r a n d e r s e n—Matrix Mode

(o) (o)—Unlock Daisy

W a t c h _ M e _ X p l o d e—Unlock everything

Secret Characters

In addition to the three secret characters which can be bought at the "Buy Secrets" menu, there are more than 50 secret skaters which can be unlocked by entering one of the following names at the "Information" menu in the Create-a-Skater options.

#\$%&@!

aaron skillman

adam lippmann

andrew skates

andy marchal

angus

atiba jefferson

ben scott pye

big tex

brian jennings

captain liberty

chauwa steel

chris peacock

conman

danaconda

dave stohl

ddt

deadendroad

fritz

gary jesdanun

grjost

henry ji

jason uyeda

jim jagger

joe favazza

john rosser

jow

kenzo

kevin mulhall

kraken

lindsey hayes

lisa g daves

little man

marilena rixfor

mat hoffman

matt mcperson

maya's daddy

meek west

mike day

mike lashever

mike ward

mr. brad

nolan nelson

parking guy

peasus

pete day

pooper

rick thorne

sik

stacey d

stacey ytuarte

team chicken

ted barber

todd wahoske

top bloke

wardcore

zac zig drake

Many of these characters are members of the game's design team, their family members or friends. Most of them have unique facial features, which can be useful if you are not satisfied with the default face textures in the Create-a-Skater mode. To create a new skater using the face of one of the secret skaters, simply enter the name of the character whose face you want to use, then rename the skater again and modify the rest of his or her features to your liking.

TONY HAWK'S UNDERGROUND

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.

g e t i t u p—Moon gravity

k e e p i t s t e a d y—Perfect manual

l e t i t s l i d e—Perfect rail

r e a r r i d e r—Perfect skitchies

N O O O ! !—Unlock T.H.U.D.

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheats" and enter any of the following codes.

s t r a i g h t e d g e—Unlock "Perfect Rail" cheat

l i k e p a u l i e—Unlock "Always Special" cheat

u n s c r e w e d—Unlock Natas Kaupas

b r i t t e e t h—Unlock Nigel Beaverhausen

x x l a r g e—Unlock Phil Margera

w a k p a k—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheklier

s i k f l i c k—Unlock all movies

u r o w n 3 d—Unlock all levels

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Change Car Mass

While driving, press **START** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.

Decrease car mass—**Down, Down, Down, A**

Increase car mass—**Up, Up, Up, A**

Unlock Snoop Dogg Missions

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **R, L, Up, Right, Left, Down, Z, Z, A, Y, X, Y**. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen.

Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down **L + R** when selecting "OK" to make the code work.

R O S A—Rosie Velasquez

H U R T _ M 3—Rosie in lingerie

F A T T—George

B 1 G 1—Chief Wanda Parks

F U Z Z—Officer Johnson

B 0 0 Z—Bum

5 W A T—SWAT

M 1 K 3—Commando

T F A N—Gangster

P H A M—Butcher

M N K Y—Thug

B 0 0 Y—Punker girl

M R F U—Asian gangster

H A R A—Asian worker

T A T S—Tattoo lady

P 1 M P—Pimp

B R U Z—Boxer

H A W G—Biker

J A S S—Donkey

J 1 M M—Zombie

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.

S E L L O U T—Unlock level select

E M E R P U S—Unlock invincibility

S L L E W G H—Unlock invisibility

T E X A S—Unlock all weapons

M A D M A N—Unlock unlimited ammo

H E I D—Unlock big heads

F M N F B—Unlock all cheats

Z O O—Play Zoo mode

H U N T E R—Trigger game demo

TY THE TASMANIAN TIGER

Secret Codes

At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code. All items are marked with vertical lines—**L, R, L, R, Y, Y, X, B, B, X, Z, Z**

Obtain Kaboomarang, Doomarang, Megarang, Zoomarang, Infrarang, Multirang and Chronorang—**L, R, L, R, Y, Y, Y, B, Y, B**
Obtain Frostryang, Flamerang, Zappyrang and Aquarang—**L, R, L, R, Y, Y, B, B, Y, B**

TY THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Codes

Enter the following codes at any time during gameplay. You will hear a confirmation sound each time you enter a code correctly.

100,000 Opals—**START, START, Y, START, START, Y, X, A, X, A**

All Bunyip Keys—**START, START, Y, START, START, Y, B, X, B, A**

Reveal all items in the vicinity—**START, START, Y, START, START, Y, Up, Down, Left, Right**

Unlock Level 1 Boomerangs—**START, START, Y, START, START, Y, X, B, X, B**

Unlock Level 2 Boomerangs—**START, START, Y, START, START, Y, B, X, B, Y**

WAVE RACE: BLUE STORM

Secret Passwords

Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:

D L P H N M O D—Ride a dolphin, Free Roam

K T U P W N P D—Play Dolphin Park, Stunt Mode Normal

W C X S W P S A—Play Southern Island, Stunt Mode Expert

M J V 8 L K L 6—Play La Razza Canal, Time Attack Hard

J 7 8 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal



Xbox tips

007: NIGHTFIRE

Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

4X4 EVOLUTION 2

Secret Code

Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.

Extra Money—Y, X, White, Y, X, White, X, X, Y, White, X, Y

ALIENS VERSUS PREDATOR: EXTINCTION

Secret Cheat Menu

At any time during gameplay, pause the game and press **Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger**. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate Invincibility, Level Select and more.

ALTER ECHO

Cheat Codes

At any time during gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right** on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:

Health recharge—Hold **BACK** button, press **Right**

Time Dilation Energy recharge—Hold **BACK**, press **Up**

Toggle on-screen displays—Hold **BACK**, press **Y**

AMPED 2

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

M o C a p M a n—Unlock Mo-Cap Man in Free Ride

F r o s t B y t e—Unlock Frosty Jack in Free Ride

G e t O f f M y L a n d—Unlock Hermit Joe in Free Ride

B u n n y—Unlock Bunny in Free Ride

G o T e a m Y e t i—Unlock Yeti in Free Ride

B r o t h e r O f Y e t i—Unlock Bigfoot in Free Ride

R a d i c a—Unlock '80s Snowboarder in Free Ride

M e t a I M a m—Unlock Shiny Gal in Free Ride

Chillin'WSteazy—Unlock Steezy the Penguin in Free Ride

FunnyBone—Unlock Bones in Free Ride

AlIMyPeeps—Unlock all hidden characters in Free Ride

ShowRewards—Unlock all rewards in the portfolio

LowGravity—Cut gravitational force in half

SuperSpin—Cut angular dampening in half (makes rotations go faster and diminish slower)

FastMove—Board uphill

MaxSkills—Give your boarder max. skills in all categories

NoCollisions—Turn off all feature collisions

AllIce—Make physics for all terrain types behave like ice

AllLevels—Unlock all levels

ShowRewards—Unlock all rewards in the portfolio

TrickedOut—Unlock all grabs

DontCrash—Your boarder will not crash (Note: Use this code at your own risk; it might cause errors in the game that can force you to restart)

ARCTIC THUNDER

Secret Codes

Enter any of the following codes at the "Select Game Mode" screen. A special message will appear after entering a correct code.

No drones mode—X, X, Y, Y, White, Black, START

No catchup mode—Y, X, Y, Y, X, START

All random power-up mode—Black, Right Trigger, X, Y, Black, Right Trigger, START

No power-up mode—X, X, Y, X, Right Trigger, X, START

All missile mode—X, X, X, White, Y, START

All grappling hook mode—Y, Y, Left Trigger, Y, Y, White, START

All roost mode—Black, Right Trigger, Left Trigger, White, X, START

All snowbomb mode—Y, Y, Black, Right Trigger, START

All boost mode—Y, Black, Black, Y, Right Trigger, START

Clone mode—White, Left Trigger, Left Trigger, Y, White, Y, START

All invisible mode—X, Y, X, Right Trigger, Y, Y, START

Super wheelie mode—Y, White, X, Right Trigger, X, Left Trigger, START

ARMED AND DANGEROUS

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

List all cheats—B, L, A, B, White, A, Left Trigger, Left Trigger

Refill ammo—Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Black

Infinite ammo—A, Left Trigger, Left Trigger, Black, B, White, Left Trigger, Left Trigger

Refill health—X, R, A, Y, Black, B, A, Right Trigger

Invincibility—X, X, X, R, A, Left Trigger, Left Trigger, Y

God mode (invincibility/infinite ammo)—Y, A, B, X, B, A, A, Left Trigger

Play any level—Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y

View any movie—A, Y, A, Y, Black, Right Trigger, A, Y

Big heads—Left Trigger, Black, B, White, White, B, Black, Left Trigger

Big hands—R, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y

Big boots—R, White, Y, A, Left Trigger, B, White, X

Upside-down screen—Y, A, B, B, A, B, White, White

ATV: QUAD POWER RACING 2

Secret Cheats

At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each code.

B U B B A—Unlock all riders

R O A D K I L L—Unlock all tracks

G E N E R A L L E—Unlock all vehicles

D O U B L E B A R R E L—Unlock all challenges

R E D R O O S T E R—Unlock all championships

G I N G H A M—Max. stats

F I D D L E R S E L B O W—Max. skill level

BAD BOYS: MIAMI TAKEDOWN

Unlock All Cheats

At the "Press Start Button" screen, press **B, Up, X, Y, Right, Down**; you'll hear a gunshot sound to confirm the code. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu.

BALDUR'S GATE: DARK ALLIANCE

Secret Cheat Menu

At any time during gameplay, hold **Left Trigger + Right Trigger + Y + A + Right** on the left analog stick, then press **START**. Note that **Left Trigger** must be depressed all the way, however **Right Trigger** must be partially depressed, halfway or less. If you enter the code correctly, a different pause menu will appear that will allow you to toggle invincibility and select any stage.

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers to try this trick. Press **START** to pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more items). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the second character from the fresh save. That character will have the items that you just dropped as well, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items.

Invincibility/Level Warp

At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zard's study even when you're not playing as Ysuran.

Level-Up Cheat

At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **White** button. This cheat automatically levels your character up to level 10, gives you 45 Feet points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold **Left Trigger + Right Trigger** and enter any of the following codes:

Full health and mana—Left, Left, Right, Right, Up, Down, Up, Down

Can't be struck—Left, Right, Left, Right, Up, Down, Up, Down

Can't be hurt—Right, Left, Right, Left, Up, Down, Up, Down

Damage x 100—Up, Down, Up, Down, Left, Right, Left, Right

10,000 silver pieces and 100 adderstones—Up, Up, Down, Down, Left, Right, Left, Right

Unlock all levels—Right, Right, Left, Left, Up, Down, Up, Down

BATMAN: RISE OF SIN TZU

Cheat Codes

At the main title screen (when the words "Press Start" appear), hold **Left Trigger + Right Trigger** and enter any of the following codes. A confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.

Unlimited health—Up, Right, Up, Left, Down, Left, Down, Right

Unlimited combo meter—Left, Right, Down, Up, Up, Down, Right, Left

All upgrades—Down, Up, Down, Left, Down, Right, Up, Down

All end-game rewards—Left, Down, Left, Right, Left, Left, Down, Right

Dark Knight difficulty level—Right, Up, Up, Right, Left, Down, Right, Up

BATMAN: VENGEANCE

Unlimited Batarangs

At the main menu, press **Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, X, Y, Y**. During gameplay, the number 99 will appear next to the Batarang and Electric Batarang icons at your equipment menu.

BATTLE ENGINE AQUILA

Cheat Codes

At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:

! E V A H !—Unlock all levels

B 4 K 4 2—Unlock "God Mode" menu (choose "Options" from the Paused menu to find it)

1 0 5 7 7 0 Y 2—Unlock all 230 Goodies

BATTLESTAR GALACTICA

Cheat Code

Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BIG MUTHA TRUCKERS

Unlock Everything

Select "Options" from the main menu, then select "Cheats" and enter the following codes:

V A R L E Y—Unlocks Evil Truck

C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining cheats

BLADE II

Main Menu Codes

Enter any of the following codes at the main menu. A message will appear at the top of the screen to confirm each code.

Unlock missions—Hold **Left Trigger** and press **Down, Up, Left, Left, B, Right, Down, X**

Unlock weapons—Hold **Left Trigger** and press **X, B, Down, Left, B, B, Y**

Unlock "Daywalker" difficulty—Hold **Left Trigger** and press **Left, B, Up, Down, X, B, A**

In-Game Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes:

Infinite health—Hold **Left Trigger** and press **Y, X, Y, X, Y, B, Y, B**

Rage always—Hold **Left Trigger** and press **Left, Down, Left, Down, Right, Up, Right, Up**

Infinite ammo—Hold **Left Trigger** and press **Left, B, Right, X, Up, Y, Down, A**

BLOOD OMEN 2

Cheat Code

At the "Start Game" menu, press **White, Black, Left Trigger, Right Trigger, X, B, Y**. Now begin a new game and you will be wearing Iron Armor and have the Soul Reaver weapon.

BLOOD WAKE

Secret Codes

Enter the following codes at the title screen. After entering a correct code, you'll hear a special sound effect.

Invincibility—Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START

Infinite ammo—Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START

Infinite Turbo—Up, Up, Down, Down, Left, Right, Left, Right, B, A, START

Unlock all boats in Battle Mode—Up, Down, Left, Right, Left Trigger, B, X, X, Right Thumbstick, START

Unlock all arenas in Battle Mode—X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START

Unlock all games in Battle Mode—Y, A, X, B, Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START

BLOODRAYNE

Secret Codes

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause screen. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.

ON THE LEVEL—Enable level select

TRI ASSASSIN DONT DIE—Unlock God Mode

LAME YANKEE DONT FEED—Unlock Restore Health
 ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust
 NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter
 DONT FART ON OSCAR—Unlock Enemies parameter
 SHOW ME MY WEAPONS—Unlock Show Weapons on Body
 INSANE GIBS MODE GOOD—Unlock Gratuitous Disemberment
 JUGGY DANCE SQUAD—Unlock Juggy Mode

BLOODRAYNE 2

Cheat Codes

Select "Extras" from the main menu, then select "Enter Cheat" and enter any of the following codes. You can also enter the cheats by selecting "Cheats" from the Pause menu. Note: To enter a code correctly, you must press **START** to accept the last (highlighted) word of the phrase. If you insert the last word and then press **START**, the code will not be accepted. Some cheats must be activated from within the Pause menu after the code has been entered.
 Blue Green Purple Imp—Freeze enemies
 Uber Taint Joad Duff Kwis—God mode
 Quantum Lament Distorted Doting—Time factor
 Whack This Molested Ninja—Refill ammo
 Cargo Fire Imp Kak—Credit Carnage 1,000 points
 Late Nurture Qweef Super—Credit Gun 1,000 points
 Whiskey Fake Kablow Shoot—Enable all gun modes
 Bone This Curry Vote—Enable all combos
 Blank Ugly Pustule Eater—Enable all powers
 Nurture Happy Pustule Erasure—Restore health
 Naked Juggy Resistance Pac—Fill bloodlust
 Pimp Reap Dark Dark Muse—Unlimited rage
 Terminal Reality Super Uber XXX Vacate—Unlimited health
 Ugly Dark Heated Orange Quaff—Unlimited ammo
 Fake Bust Cunningly Distorted—Juggy mode
 Dodge This Moist Pimp—Gratuitous dismemberment
 Anomalies Are Juan Insulated—Unlock level select
 This Dark Distorted Reality—Unlock Overlord
 Ardent Hungry Naked Ninja—Unlock slideshows
 Pension Reap Super Vulgar—Unlock movies
 Whack Lick Erotic Cunningly—Unlock outfits
 Want This Dark Reality Taint Qweef—Unlock everything

BRUCE LEE: QUEST OF THE DRAGON

Cheat Codes

Enter any of the following codes at any time during gameplay:
 Invincibility—A, B, B, X, Right Trigger, Black, Right Thumbstick
 Nine lives—White, Right Thumbstick, Left Thumbstick, Black, Left Trigger, Right Trigger, Left Thumbstick
 999 coins—X, B, Black, Black, A, Right Thumbstick, Left Thumbstick
 999 tokens—Y, B, A, X, Y, Left Trigger, Right Thumbstick
Bruce Challenges
 At the title screen, when the words "Press Start" appear, press X, Y, X, Y, X, X, Y, Y, Left Thumbstick, Right Thumbstick. The "Bruce Challenges" option will be unlocked at the main menu.

BUFFY THE VAMPIRE SLAYER

Cheat Codes

Choose "Extras" from the main menu and enter any of the following codes at the Extras menu:
 Infinite slayer power—Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y
 No damage from enemies' punches or kicks—Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y
 Unlock "Arena Mode" stages 1-4—Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black
 Play as dark slayer in Arena Mode—Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White

CALL OF DUTY: FINEST HOUR

Level Select

(Note: You'll need two controllers to enter this code.) Select "Single Player" from the main menu; when the level select screen appears, hold Up on Controller 2 and press **START**, **BACK**, **X** on Controller 1 to unlock all levels.

CHASE: HOLLYWOOD STUNT DRIVER

Unlock All Scenes

First, start a new game. At the name entry screen, enter "ACTION STAR" as your name.

You'll instantly have access to all scenes in the game.

CONFLICT: VIETNAM

Cheat Code

At the main menu, press **Right Trigger**, **Right Trigger**, **Left Trigger**, **Left Trigger**, **B**, **B**, **Y**, **Y**, **X**, **X**, **White**; a new "Cheats" option will appear. Use it to select any mission, show movies and toggle infinite saves or ammunition.

CONSTANTINE

Cheat Codes

At any time during gameplay, press the **BACK** button to bring up the Journal. Now enter any of the following codes at the Journal screen:
 Unlimited ammo—X, Black, Black, Left, Right, Left, Right, Y, Y, Left, Right
 Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, X
 Level skip—Right, Left, Right, Left, Right, Left, X, Y, Y, X, X, X, X, Y, Y
 Infinite Magic Power—Left, Right, Right, Left, Left, Right, Right, Left, Y, Y
 First-person mode—Black, White, White, Black, Left, Left, Right, Right
 Demons have big heads—Black, Left, Right, Left, Left, Right, Left, Black
 One-shot kills—Black, Left, Right, Right, Right, Right, X, X
 Slow-motion enemies—X, Black, Right, Y, Y, Y, Left, Left
 Blurry vision—X, Black, Black, Y, Y, Right, Right
 Rapid-fire Purger—Black, Left, White, Left, X, Y, X, Y
 Rapid-fire Holy Shotgun—White, Left, Black, Left, Y, X, X, X
 Holy Water grenades—Right, Left, X, Y, X, Y, Left, Right
 Gun shoots large fireballs—Y, Y, Y, Left, Right, Right, Left, Left, Right
 Gun shoots small fireballs—Y, Y, Y, Left, Right, Right, Left, Right, Left
 Gun shoots green fireballs—Y, Y, Y, Left, Right, Right, Left, X
 Gun shoots purple fireballs—Y, Y, Y, Left, Right, Right, Left, Y
 Display game timer—Y, Y, Y, X, X, X, X, Left

CORVETTE

Unlock All Tracks

Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSE" to unlock all of the tracks in Career and Arcade mode.

CRASH BANDICOOT: THE WRATH OF CORTX

Cheat Code

Choose "New Game" from the main menu. When the name entry screen appears, enter your name as "WOMBAT" to start with all of the levels unlocked and a 106% completion rating.

CRAZY TAXI 3: HIGH ROLLER

Secret Game Modes

Enter any of the following codes at the character-select screen. The corresponding text will appear at the bottom of the screen when gameplay begins if you entered each code correctly.
 No arrows—Hold **White** and press **A**
 No destination marks—Hold **Black** and press **A**
 Expert mode (no arrows or destination marks)—Hold **White** + **Black** and press **A**

CRIMSON SKIES: HIGH ROAD TO REVENGE

Cheat Codes

Enter the following codes at any time during gameplay:
 Invincibility—Y, A, X, B, Black
 Unlock all planes in hangar—Y, X, B, Y, Black
 \$5,000—A, Y, A, Y, Black
 Increase damage per shot to 1,000—B, X, A, B, Black
 Increase Difficulty—X, B, A, X, Black

DAI SENRYAKU VII: MODERN MILITARY TACTICS

Cheat Codes

Enter any of the following codes at the main menu:
 X, White, Right, Right, Right, Black, Right, Right, Right, X—Unlock El Alamein map
 X, White, Right, Right, Right, Black, Right, Right, Right, Left, X—Unlock Kemco map
 X, Black, Left, Black, Left, Black, Left, White, Right, White, X—See credits
 X, Left, Right, Right, Right, Black, Right, White, Right, Left, Right, X—Pick any Scenario
 X, Black, Black, White, White, Right, Left, White, Black, X—All Recon Units
 X, White, White, Left, Left, White, Black, Right, Left, White, Black, Left, Right, X—Production: Extra endurance
 X, White, Black, Right, Left, White, Black, Left, Right, X—Extra endurance

X, Black, White, Left, Right, Black, White, Right, Left, X—Extra ammo
 X, White, White, White, Black, Black, Black, Left, Right, Left, X—Unlock all Free Play maps
 Unlock All Units in Freepaly Mode
 Select "Secret Pass Code" from the main menu and enter any of the following codes to unlock various units:
 0993-4841-852E-14F9—Unlock Type 61 MBT (WT)
 6289-0549-0DF1-A797—Unlock Type 74 MBT (WT)
 A124-2DC3-D9A6-D4F9—Unlock Type 90 MBT (WT)
 8399-71B4-500A-500A—Unlock Type 87 SPAAG (WT)
 F4A3-6507-A7E5-E9CD—Unlock Type 60 SPRR (WT)
 3D9A-D404-70E9-0162—Unlock AH-1S Cobra (WT)
 B50A-6C45-C87B-F94E—Unlock Type 90 MBT (D7)
 5285-2318-09F4-1DDC—Unlock Type 74 MBT (D7)
 746C-3B8A-E396-9AFD—Unlock AH-1S Cobra (D7)
 81FE-5327-CAD7-6500—Unlock AH-1W Super Cobra
 C55A-D619-C0C7-33A9—Unlock Cyber Ninja

DANCE DANCE REVOLUTION ULTRAMIX

All Songs/All Challenge Modes Complete

Select "Options" from the main Menu, then select "Credits" and enter the following code on Controller 4: **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **B**, **A**. You will hear a confirmation sound if the code is entered correctly.

DAVE MIRRA FREESTYLE BMX 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
 Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up**, **Right**, **Down**, **Left**, **Right**, **Right**, **Up**, **Down**, **Left**, **Right**, **Up**, **Left**, **Right**, **Down**, **X**
 Unlock all movies—**Up**, **Left**, **Down**, **Right**, **Left**, **Right**, **Left**, **Up**, **Down**, **X**
 Unlock secret pieces in Park Editor—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Up**, **Down**, **Right**, **Right**, **X**
 Unlock all Park Editor themes—**Up**, **Left**, **Down**, **Right**, **Down**, **Up**, **Down**, **Right**, **Left**, **Left**, **X**

DEAD TO RIGHTS

Unlock All Chapters

At the main menu, press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Y**, **X**, **X**. You'll hear a special sound effect after entering it correctly. Next, select "Chapters" from the main menu to start from any chapter in the game.

DEATHROW

Secret Codes

At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects:
 MOREROOM—Unlock all arenas
 ALL150—Unlock all players and teams
 NO FEAR—Unlock "Difficulty Extreme" extra
 CONFUSED—Unlock "Multi Disc" extra

DOOM 3

Cheat Codes

At any time during gameplay (not while paused), enter the following codes:
 Invincibility—Hold **Left Trigger** and press **X**, **Y**, **B**, **A**
 Skip the current level—Hold **Left Trigger** and press **B**, **A**, **X**, **Y**

DR. MUTO

Secret Cheats

At the main menu, select "Options," then select "Cheats" and enter any of the following codes. You'll see a special text message on the screen after entering each one correctly.
 CHEATERBOY—Never take damage
 TINKERTOY—Unlock every gadget
 EUREKA—Unlock every morph
 LOGOLOGG—Secret morphs
 BEAMMEUP—Go anywhere
 BUZZOFF—Unlock Ending 2

DRAGON'S LAIR 3D

Secret Rewards Menu

At the main menu, hold the **Right Trigger** and press **Left Thumbstick**, **Right Thumbstick**, **Left Thumbstick**, **Right Thumbstick**, **White**, **Black**, **White**. Next, move the cursor to "Start Game" and press **A**. If you entered the code correctly, a "Rewards" menu will immediately appear. Selecting any item will start you off in the

beginning of the game with the corresponding effect, so you may not activate more than one at a time.

DRIV3R

Cheat Codes

Enter the following codes at the main menu; you'll hear a chime each time you enter a code correctly. Now select "Cheats" from the Options menu to toggle the code effects on and off:
 Unlock all Undercover missions—X, X, Y, Y, **Right Trigger**, **Right Trigger**, **Left Trigger**
 Unlock all weapons in Undercover and Take a Ride mode—**Left Trigger**, **Left Trigger**, **X**, **Y**, **Y**, **Right Trigger**, **Right Trigger**
 Unlimited ammo in Undercover and Take a Ride mode—**Right Trigger**, **Right Trigger**, **Left Trigger**, **Left Trigger**, **X**, **Y**
 Invincibility in Take a Ride mode—X, Y, **Left Trigger**, **Right Trigger**, **Left Trigger**, **Right Trigger**
 Immunity (police ignore you)—X, Y, **Right Trigger**, **Right Trigger**, **Left Trigger**, **Left Trigger**, **Y**
 All vehicles available in Take a Ride mode—X, X, Y, Y, **Left Trigger**, **Right Trigger**, **Left Trigger**

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu:
 Unlock all Shu characters—**White**, **Black**, **X**, **Y**, **White**, **Right Trigger**, **Left Trigger**, **Black**
 Unlock "Opening" item in Options—**Black**, **Y**, **White**, **L**, **R**, **White**, **White**
 Unlock all Sound Test BGMs—**Left Trigger**, **White**, **Y**, **Right Trigger**, **White**, **Black**, **X**, **Y**

ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:
 Restore Health—Select "Health" in the Stats menu and press **Black**, **White**, **Black**, **Black**. Press and hold the **A** button to restore health level.
 Restore Magicka—Select "Magicka" in the Stats menu and press **Black**, **White**, **White**, **Black**. Press and hold the **A** button to restore Magicka level.
 Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black**, **Black**, **White**, **White**, **Black**. Press and hold the **A** button to restore Fatigue level.

ENCLAVE

Unlock Dark Campaign

At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press **X**, **Y**, **Y**, **X**, **X**, **Y**, **Y**. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

ENTER THE MATRIX

Cheat Codes

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFF" followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:
 0 0 3 4 A F F F—All weapons unlocked
 1 D D F 2 5 6—Infinite ammo
 6 9 E 5 D 9 E 4—Infinite focus
 7 F 4 D F 4 5 1—Infinite health
 1 3 D 2 C 7 7 F—Unlock Bonus Test Level
 F F F F F F F 1—Invisibility (enemies can't see you)
 D 5 C 5 D 1 E—Multiplayer Fighting
 7 8 6 7 F 4 3—Faster Logos Flight Speed

FIGHT NIGHT: ROUND 2

Unlock Fabulous

Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETFAB" as the character's first name and exit Create Champ mode. Fabulous will now be unlocked in Play Now and Career modes.
 Unlock All Venues
 Select "Game Modes" from the main menu, then press and hold **Left** on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.
 Tiny Fighters
 At the "Select Venue" screen, press and hold **Up** on the D-pad for three seconds. A bell sound will confirm correct code entry.

**FINDING NEMO****Level Select**

At the main menu, press Y, Y, X, X, B, X, Y, B, X, Y, X, Y, B, Y, Y. The word "Cheat" will appear on the screen to confirm that you've entered the code correctly. A new "Cheat" option will appear if you pause the game between levels; select "Open Levels" and turn it "on" to unlock all of the levels.

FLATOUT**Cheat Codes**

When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name.

GIVE CASH—Start with \$40,000

GIVE ALL—Unlock all cars and races

RAGDOLL—Throw driver at any time by pressing the Gear Up button

FREAKY FLYERS**Unlock Everything**

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FULL SPECTRUM WARRIOR**Cheat Codes**

Select "Extra Content" from the main menu, then select "Cheat Codes" and enter any of the following codes. Note: You may need to complete the MOUT Course before you can see the effects of some of the codes.

MERCENARIES—Unlimited ammunition

SWEDISH ARMY—Realistic damage

NICK WEST—Big head

HATPT9TURYSTLE—Unlock official U.S. Army training mode

FUTURAMA**Cheat Codes**

Enter any of the following codes at any time during gameplay (not while paused):

Invincibility—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, Y, BACK

Max. ammo—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press B, hold Right Trigger, press BACK

Max. Special Move charges—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press X, Y, hold Right Trigger, press BACK

Extra lives—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press A, hold Right Trigger, press BACK

Refill health meter—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press Y, hold Right Trigger, press BACK

Unlock all movies, music and gallery pictures—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, B, BACK

FUTURE TACTICS: THE UPRISING**Cheat Codes**

Enter any of the following codes at the title screen; you'll hear a confirmation sound each time you enter a code correctly. The codes can also be entered at the main menu or at almost any time during gameplay.

Raise your character to Level 20 with a fully-upgraded weapon—Left Trigger, Left Trigger, Right Trigger, Up, Up, Down, Left (Note: You won't see the effects of this code until you begin your next turn)

Unlimited turns and movement—Up, Up, Down, Down, Left, Right, Left, Left, Right Trigger, Left Trigger

Big heads—Up, Left, Down, Left, Down, Up, Up, Left

Low gravity—Up, Up, Up, Up, Up, Up, Down, Right, Up

Disco mode—Left Trigger, Left, Left Trigger, Left, Right Trigger, Right, Right Trigger, Right

FUZION FRENZY**Secret Codes**

At any time during gameplay, press the START button to pause, then enter any of the following codes:

First person mode—Hold Left Trigger and press Y, B, Y, B

Toggle between Mutant modes 1, 2 and 3—Hold Left Trigger and press Y, B, X, X

Welsh on—Hold Left Trigger and press Y, Y, Y, Y, Squeaky voices on—Hold Left Trigger and press Y, Y, Y, Y

Real controls on—Hold Left Trigger and press Y, Y, Y, X

FUZZEE FEVER (Xbox Live Arcade)**Unlock All Levels**

At the Select Mode screen, highlight "Puzzle" and press Left Trigger, Up, Down, Right Trigger, X, Note: Using this cheat disables the ability to save games.

Bonus Levels

To unlock the bonus level in each stage, select your set, then press Right Trigger, X, Y, Down, Right Trigger. Note: You will still need to complete all of the levels in each set in order to access the bonus level.

GODZILLA: DESTROY ALL MONSTERS MELEE**Cheat Codes**

At the main menu, carefully enter the following code in the exact order described: Hold Left Trigger, then B, then Right Trigger, then release B, release Right Trigger, then release Left Trigger. The "Cheat Code" screen will appear; now you can enter any of the following codes:

863768—Unlock all cities and monsters

569428—Invincibility

154974—Smaller monsters

962129—Gallery items

659672—Player 1 invisibility

451129—Indestructible buildings

248165—Throw any building or object (press X + A when close to a highlighted building or object)

339223—Ending credits

097401—Display game version number at Option menu

GOLDENEYE: ROGUE AGENT**"Extras" Screen Codes**

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left

Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down

Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up, Up

Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up

Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down

Pause Menu Codes

At any time during the game, press START to pause, then enter any of the following codes at the Pause menu:

Full health and armor—Right Trigger, Right Trigger, Black, White, Black, Right Trigger, Left Trigger, Black

Unlock all GoldenEye powers—Left Trigger, Left Trigger, Black, Black, Right Trigger, Black, Left Trigger, White

Full GoldenEye power—Left Trigger, Right Trigger, Left Trigger, White, White, Black, Right Trigger, White

GRAND THEFT AUTO III**Secret Codes**

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of your save file on a memory card; this way, you'll have a backup in case anything happens to the GTA III save on your Xbox hard drive.

100 Health—Black, Black, Left Trigger, Right Trigger, Left, Down, Right, Up, Left, Down, Right, Up

100 Armor—Black, Black, Left Trigger, White, Left, Down, Right, Up, Left, Down, Right, Up

All weapons—Black, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

\$250,000—Black, Black, Left Trigger, Left Trigger, Left, Down, Right, Up, Left, Down, Right, Up

"Wanted" level 0—Black, Black, Left Trigger, Black, Up, Down, Up, Down, Up, Down

"Wanted" level +2—Black, Black, Left Trigger, Black, Left, Right, Left, Right, Left, Right

Fast game clock—B, B, B, X, X, X, X, Left Trigger, Y, B, Y

Slower game speed—Y, Up, Right, Down, X, Right Trigger, Black (enter this code repeatedly to increase its effect)

Faster game speed—Y, Up, Right, Down, X, Left Trigger, White (enter this code repeatedly to increase its effect)

Pedestrians have weapons—Black, Right Trigger, Y, A, White, Left Trigger, Up, Down

Pedestrians riot—Down, Up, Left, Up, A, Right Trigger, Black, White, Left Trigger

Pedestrians attack you—Down, Up, Left, Up, A, Right Trigger, Black, Left Trigger, White

All vehicles explode—White, Black, Left Trigger, Right Trigger, White, Black, Y, X, B, Y, White, Left Trigger

Invincible vehicles—Left Trigger, Left Trigger, X, Black, Y, Left Trigger, Y

Better vehicle handling—Right Trigger, Left Trigger, Black, Left Trigger, Left, Right Trigger, Right Trigger, Y (with this code in place, press the Left Thumbstick to make your vehicle jump)

Cars can fly for short distances—Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger

Play as a pedestrian—Right, Down, Left, Up, Left Trigger, White, Up, Left, Down, Right (enter this code repeatedly to change into different characters. Note: This code may not work unless your character is wearing his "street" clothes—the jacket and jeans—when you enter it)

Rhino tank appears—B, B, B, B, B, B, Right Trigger, White, Left Trigger, Y, B, Y

Clear weather—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, Y

Cloudy weather—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, X

Rain—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, B

Fog—Left Trigger, White, Right Trigger, Black, Black, Right Trigger, White, A

GRAND THEFT AUTO: SAN ANDREA

Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Some of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file and your save file may become corrupt. Activating cheats will lower your in-game ranking.

Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Activating certain codes may prevent other codes from being activated. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

Full health, body armor and \$250,000, repair damage to current vehicle—Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up

Weapons Set 1 (Brass Knuckles, Baseball Bat, Handgun, Shotgun, Uzi, AK-47, Rifle, Rocket Launcher, Molotov Cocktails and Spray Can)—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

Weapons Set 2 (Knife, Handgun, Saw-Off Shotgun, Tec-9, M4 Carbine, Sniper Rifle, Flamethrower, Grenades and Fire Extinguisher)—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left

Weapons Set 3 (Chainsaw, Silenced Handgun, Combat Shotgun, MPS, M4 Carbine, SAM Missile Launcher and Satchel Charges)—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left

Lock "Wanted" level at the current number of stars—B, Right, B, Right, Left, X, Y, Up

Invulnerable to melee attacks and some types of weapons—Down, A, Right, Left, Right, Right Trigger, Right, Down, Up, Y (Note: Your game may crash if you trigger a cutscene while this code is active)

Super punching ability—Up, Left, A, Y, Right Trigger, B, B, B, White

Super high jump ability—Up, Up, Y, Y, Up, Up, Left, Right, X, Black, Black

Infinite lung capacity (never drown)—Down, Left, Left Trigger, Down, Down, Black, Down, White, Down

CJ never gets hungry—X, White, Right Trigger, Y, Up, X, White, Up, A

CJ never gets hungry (same as above)—Up, Down, Down, Left, Right, Left Trigger, Left Trigger, White, Right Trigger, Right Trigger, Black

Maximum weapon skills—Down, X, A, Left, Right Trigger, Black, Left, Down, Down, Left Trigger, Left Trigger, Left Trigger

Maximum vehicle skills—X, White, A, Right Trigger, White, White, Left, Right Trigger, Right, Left Trigger, Left Trigger, Left Trigger

Maximum respect—Left Trigger, Right Trigger, Y, Down, Black, A, Left Trigger, Up, White, White, Left Trigger, Left Trigger

Maximum stamina—Up, A, Y, A, Y, A, X, Black, Right

Maximum stamina (same as above)—Up, Left, Left, Down, B, X, Left Trigger, Left Trigger, White, Right Trigger, Black

Maximum muscle—Y, Up, Up, Left, Right, X, B, Left

Maximum fat—Y, Up, Up, Left, Right, X, B, Down

Minimum muscle and fat—Y, Up, Up, Left, Right, X, B, Right

Maximum sex appeal—B, Y, Y, Up, B, Right Trigger, White, Up, Y, Left Trigger, Left Trigger, Left Trigger

CJ is instantly wasted—Right, White, Down, Right Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger

Fast game clock—B, B, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y

Slower game speed—Y, Up, Right, Down, X, Black, Right Trigger (enter this code repeatedly to increase its effect)

Faster game speed—Y, Up, Right, Down, White, Left Trigger, X (enter this code repeatedly to increase its effect)

Adrenaline mode (CJ is stronger, game moves in slow motion)—A, A, X, Right Trigger, Left Trigger, A, Down, Left, A

Enable drive-by shooting—Up, Up, X, White, Right, A, Right Trigger, Down, Black, B

Beach party (all random pedestrians wear beach attire, CJ wears shorts and flip-flops)—Up, Up, Down, Down, X, B, Left Trigger, Right Trigger, Y, Down

Circus mode (all random pedestrians are fast food workers and clowns, CJ is dressed as a clown, all random vehicles are hot dog trucks and other funny vehicles)—Y, Y, Left Trigger, X, X, B, X, Down, B

Sex Toy mode (more prostitutes and pimps on the streets, CJ is dressed in gimp suit and attracts prostitutes)—X, Right, X, X, White, A, Y, A, Y

Ninja mode (all random pedestrians are Asian and carry katanas, CJ gets a katana, most random vehicles are black motorcycles, all randomly-colored vehicles are black)—A, A, Down, Black, White, B, Right Trigger, B, X

Country mode (all random vehicles are country vehicles like Ranchers, Tankers, Wayfarers and Freeways, CJ is dressed in overalls and a trucker's cap)—Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Left Trigger, Black, Down, Left, Up

Country mode (same as above)—Y, Left, X, Black, Up, White, Down, Left Trigger, A, Left Trigger, Left Trigger, Left Trigger

All random pedestrians are Elvis—Left Trigger, B, Y, Left Trigger, Left Trigger, X, White, Up, Down, Left

All pedestrians are gang members—White, Up, Right Trigger, Right Trigger, Left, Right Trigger, Right Trigger, Black, Right, Down

Increased gang activity (more groups of gang members on the streets)—Left, Right, Right, Right, Left, A, Down, Up, X, Right

Pedestrians have weapons—Black, Right Trigger, A, Y, A, Y, Up, Down

Pedestrians riot—Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger

Pedestrians attack you—Down, Up, Up, A, A, Black, Right Trigger, White, White

Remove nearly all traffic and pedestrians—A, Down, Up, Black, Down, Y, Left Trigger, Y, Left

Recruit anyone (A)—Down, X, Up, Black, Black, Up, Right, Right, Up (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Handgun)

Recruit anyone (B)—Black, Black, Black, A, White, Left Trigger, Black, Left Trigger, Down, A (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Rocket Launcher)

Prostitutes pay you instead of taking your money—Right, White, White, Down, White, Up, Up, White, Black
All vehicles in the vicinity explode—Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger
More aggressive drivers—Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White
More aggressive drivers (same as above)—Right, Black, Up, Up, Black, B, X, Black, Left Trigger, Right, Down, Left Trigger
All traffic lights remain green—Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger
Invisible vehicles—Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger
Most random vehicles are sports cars, top speed of land vehicles is increased—Up, Left Trigger, Right Trigger, Up, Right, Up, A, White, A, Left Trigger
BMX can bunny hop over massive distances—Y, X, B, B, X, B, B, Left Trigger, White, White, Right Trigger, Black
Vehicles are invincible and can instantly destroy anything—Left Trigger, White, White, Up, Down, Down, Up, Right Trigger, Black, Black
Cars float away when hit—X, Right Trigger, Down, Left, Down, Left, Left, White, A
All cars equipped with nitrous—Left, Y, Right Trigger, Left Trigger, Up, X, Y, Down, B, White, Left Trigger, Left Trigger
All randomly-colored vehicles are black—B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B
All randomly-colored vehicles are pink—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B
Cars can fly—X, Down, White, Up, Left Trigger, B, Up, A, Left
Cars can drive over water—Right, Black, B, Right Trigger, White, X, Right Trigger, Black
Boats can fly for short distances—Black, B, Up, Left Trigger, Right, Right Trigger, Right, Up, X, Y
Improved vehicle handling—Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Left Trigger (with this code in place, you can also press L3 to make your vehicle jump)
Blooding Banger appears—Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left, Left
Rancher appears—Up, Right, Right, Left Trigger, Right, Up, X, White
Hotting Racer #1 appears—Right Trigger, B, Black, Right, Left Trigger, White, A, A, X, Right Trigger
Hotting Racer #2 appears—Black, Left Trigger, B, Right, Left Trigger, Right Trigger, Right, Up, B, Black
Romero (hearse) appears—Down, Black, Down, Right Trigger, White, Left, Right Trigger, Left Trigger, Left, Right
Stretch limo appears—Black, Up, White, Left, Left, Right Trigger, Left Trigger, B, Right
Caddy appears—B, Left Trigger, Up, Right Trigger, White, A, Right Trigger, Left Trigger, B, A
Trashmaster appears—B, Right Trigger, B, Right Trigger, Left, Left, Right Trigger, Left Trigger, B, Right
Rhino (tank) appears—B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y
Quadbike appears—Left, Left, Down, Down, Up, Up, X, B, Y, Right Trigger, Black
Monster truck appears—Right, Up, Right Trigger, Right Trigger, Right Trigger, Down, Y, Y, A, B, Left Trigger, Left Trigger
Dozer appears—Black, Left Trigger, Left Trigger, Right, Right, Up, Up, A, Left Trigger, Left Trigger
Vortex (hovercraft) appears—Y, Y, X, B, A, Left Trigger, White, Down, Down
Hunter (helicopter) appears—B, A, Left Trigger, B, B, Left Trigger, B, Right Trigger, Black, White, Left Trigger, Left Trigger
Stuntplane appears—B, Up, Left Trigger, White, Down, Right Trigger, Left Trigger, Left Trigger, Left, Left, A, Y
Hydra (plane) appears—Y, Y, X, B, A, Left Trigger, Left Trigger, Down, Up
Jetpack appears—Left, Right, Left Trigger, White, Right Trigger, Black, Up, Down, Left, Right
Parachute appears—Left, Right, Left Trigger, White, Right Trigger, Black, Black, Up, Down, Right, Left Trigger (press B to open the parachute when falling)
Heat wave—Black, A, Left Trigger, Left Trigger, White, White, White, Down
Clear weather—Black, A, Left Trigger, Left Trigger, White, White, White, Y
Overcast sky—Black, A, Left Trigger, Left Trigger, White, White, White, X
Rain—Black, A, Left Trigger, Left Trigger, White, White, White, B
Fog—Black, A, Left Trigger, Left Trigger, White, White, White, A

Sandstorm—Up, Down, Left Trigger, Left Trigger, White, White, Left Trigger, White, Right Trigger, Black
Game clock remains at 00:00—X, Left Trigger, Right Trigger, Right, A, Up, Left Trigger, Left, Left
Game clock remains at 21:00—Left, Left, White, Right Trigger, Right, X, X, Left Trigger, White, A, Left
GRAND THEFT AUTO: VICE CITY
Secret Cheat Codes
Enter the following cheat codes at any time during the game (while not paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of your save file on a memory card; this way, you'll have a backup in case anything happens to the GTA: Vice City save on your Xbox hard drive. Note: Some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.
100 Health—Right Trigger, Black, Left Trigger, B, Left, Down, Right, Up, Left, Down, Right, Up
100 Armor—Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up
All normal weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up
All medium weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left
All powerful weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down
"Wanted" level +2—Right Trigger, Right Trigger, B, Black, Left, Right, Left, Right, Left, Right
"Wanted" level 0—Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Down
Suicide—Right, White, Down, Right Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger
Fast game clock—B, B, Left Trigger, X, Left Trigger, X, X, X, X, Left Trigger, Y, B, Y
Slower game speed—Y, Up, Right, Down, X, Black, Right Trigger (enter this code repeatedly to increase its effect)
Faster game speed—Y, Up, Right, Down, White, Left Trigger, X (enter this code repeatedly to increase its effect)
Pedestrians have weapons—Black, Right Trigger, A, Y, A, Y, Up, Down
Pedestrians riot—Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger
Pedestrians attack you—Down, Up, Up, Up, A, Black, Right Trigger, White, White
Display pursuit data—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, A (If you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)
Certain women follow you—B, A, Left Trigger, Left Trigger, Black, A, A, B, Y (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)
Nearest pedestrian gets in your vehicle—B, Right, Up, Left Trigger, X, Right Trigger (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)
Gangsters at the properties you own are women in bikinis with guns—Right, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, Left Trigger, A
All cars explode—Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger
More aggressive drivers—Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White
All traffic lights remain green—Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger
Invisible vehicles—Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger
Increase tire size for certain sports cars—Right Trigger, A, Y, Right, Black, X, Up, Down, X (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely

restart a new game)
All randomly-colored vehicles are black—B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B
All randomly-colored vehicles are pink—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B
Cars can fly for short distances—Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger
Better vehicle handling—Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Left Trigger (with this code in place, press the Left Thumbstick to make your vehicle jump)
Cars can drive over water—Right, Black, B, Right Trigger, White, X, Right Trigger, Black
Play as Lance Vance—B, White, Left, A, Right Trigger, Left Trigger, A, Left Trigger
Play as Candy Suxx—B, Black, Down, Right Trigger, Left, Right, Right Trigger, Left Trigger, A, White
Play as Ken Rosenberg—Right, Left Trigger, Up, White, Left Trigger, Right, Right Trigger, Left Trigger, A, Right Trigger
Play as Hilary King—Right Trigger, B, Black, Left Trigger, Right, Right Trigger, Left Trigger, A, Black
Play as Jezz Torrent—Down, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, A, A
Play as Phil Cassidy—Right, Right Trigger, Up, Black, Left Trigger, Right, Right Trigger, Left Trigger, Right, B
Play as Sonny Forelli—B, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, A, A
Play as Mercedes—Black, B, Up, Left Trigger, Right, Right Trigger, Right, Up, X, Y
Play as Dick—Black, Left Trigger, Up, Left Trigger, Right, Right Trigger, Right, Up, B, Y
Play as Ricardo Diaz—Left Trigger, White, Right Trigger, Black, Down, Left Trigger, Black, White
Play as a pedestrian—Right, Right, Left, Up, Left Trigger, White, Left, Up, Down, Right (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)
Blooding Banger #1 appears—Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left, Left
Hotting Racer #1 appears—Right Trigger, B, Black, Right, Left Trigger, White, A, A, X, Right Trigger
Hotting Racer #2 appears—Black, Left Trigger, B, Right, Left Trigger, Right Trigger, Right, Up, B, Black
Sabre Turbo appears—Right, White, Down, White, White, A, Right Trigger, Left Trigger, B, Left
Romero's Hearse appears—Down, Black, Down, Right Trigger, White, Left, Right Trigger, Left Trigger, Left, Right
Love Fist limousine appears—Black, Up, White, Left, Left, Right Trigger, Left Trigger, B, Right
Caddy appears—B, Left Trigger, Up, Right Trigger, White, A, Right Trigger, Left Trigger, B, A
Trashmaster appears—B, Right Trigger, B, Right Trigger, Left, Left, Right Trigger, Left Trigger, B, Right
Rhino tank appears—B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y
Clear weather—Black, A, Left Trigger, Left Trigger, White, White, White, Down
Cloudy weather—Black, A, Left Trigger, Left Trigger, White, White, White, Y
Overcast sky—Black, A, Left Trigger, Left Trigger, White, White, White, X
Rain—Black, A, Left Trigger, Left Trigger, White, White, White, B
Fog—Black, A, Left Trigger, Left Trigger, White, White, White, A
GUNMETAL
Unlock All Missions & Weapons
At the "Select Mission" screen, quickly press Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available.
THE HAUNTED MANSION
Cheat Codes
Enter the following codes at any time during gameplay (not while paused):
Invincibility—Hold Right on the D-pad and press X, B, B, X, B, Y, A
Weapon Upgrade—Hold Right on the D-pad and press X, Y, Y, Y, B, B, A
Unlock "Level Select" option at the pause menu—Hold Right on the D-pad and press B, X, Y, Y, X, B, A
Skeleton Zeke
At the copyright screen that appears while the game is loading, press A + B + Y + X and hold them down until the copyright screen has dis-

appeared. When you start a game, Zeke will be a skeleton.
Invisible Zeke
At the copyright screen that appears while the game is loading, press Left Trigger + Right Trigger + X + A and hold them down until the copyright screen has disappeared. When you start a game, Zeke will be invisible.
HULK
Cheat Codes
Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."
G M S K I N—Unlock "Invulnerability" cheat
F L S H W N D—Unlock "Regenerator" cheat
A N G M N G T—Unlock "Full Rage Meter" cheat
G R N C H T R—Unlock "Unlimited Continues" cheat
H L T H D S E—Unlock "Double Hulk's HP" cheat
B R N G I T N—Unlock "Double All Enemies HP" cheat
M M M Y H L P—Unlock "Half All Enemies HP" cheat
F S T O F R Y—Unlock "Wicked punch" cheat
B R C E S T N—Unlock "Puzzle Solved" cheat
N M B T H I H—Unlock "Reset High Score" cheat
T R U B L V R—Unlock "All levels" cheat
Additional Cheats
The following codes can only be entered at a "Universal Code Input" terminal within the game; the first one is located in the "Infiltration" stage.
J A N I T O R—Unlock "Gray Hulk" cheat
S A N F R A N—Unlock "Hulk Transformed" in Movie Art
P I T B U L L—Unlock "Hulk vs. Hulk Dogs" in Movie Art
F I F T E E N—Unlock "Desert Battle" in Movie Art
N A N O M E D—Unlock "Hulk Movie F/X" in Hulk Unleashed
HUNTER: THE RECKONING
Secret Codes
At any time during the game—but not while paused—enter the following codes. All directional commands should be entered with the D-pad:
All weapons—B, Up, Left, Down, Right, B
Weapons do max. damage—Down, Down, B, Y, Down, Down
Random female voice sample—Right, Right, B
Random male voice sample—Left, Left, B
HUNTER: THE RECKONING—REDEEMER
Cheat Codes
Enter the following codes at any time during gameplay (not while paused):
Restore health—B, B, White, White, White
Skip the current level—Black, Left Trigger, Black, Left Trigger, Up, Down, Up, Down
Unlock Werewolf/increase Conviction skill—Y, Y, Y, Y, Up, Down, Up, Down
Unlock all Special Features—X, B, X, B, Up, Up, Down, Down
THE INCREDIBLES
Cheat Codes
At any time during the game, press the START button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.
U D D L R L B A S—Refill health meter
S M A R T B O M B—Kill everything within range of Mr. Incredible
S H O W T I M E—Refill Mr. Incredible's Incredible-meter
F L E X I B L E—Refill Mrs. Incredible's Incredible-meter
M C T R A V I S—Infinite Incredible-meter for a limited time
K R O N O S—Double damage/blur effect
T H E D U D E A B I D E S—Take less damage for a limited time
G A Z E R B E A M—Temporary eye beam power
S A S S M O D E—Speed up gameplay
B W T H E M O V I E—Slow down gameplay
E I N S T E I N I U M—Big heads
D E E V O L V E—Tiny heads
A T H L E T E S F O O T—Mr. Incredible's feet leave a blazing trail
I N V E R T C A M E R A Y—Invert left/right camera controls
I N V E R T C A M E R A X—Invert up/down camera controls
B H U D—Enable/disable interface graphics
Y O U R N A M E I N L I G H T S—Display the credits
H I—Display Heavy Iron logo

**JURASSIC PARK: OPERATION GENESIS****Secret Codes**

Enter any of the following codes during gameplay while nothing is selected and no menus are open:

A twister is coming!—Left, Up, Right, Down, Left Trigger, Right Trigger
Increase park budget by \$10,000—Up, Left Trigger, Down, Left Trigger

Increase park budget by \$250,000—Left Trigger, Right, Right, Left Trigger, Right Trigger, Down
Park budget drops to \$0—Left Trigger, Right Trigger, Left Trigger, Right Trigger, Down, Down

All research completed—Down, Down, Down, Left, Right, Left Trigger, Down, Up

All dinosaurs in your park are given 100% DNA—Right Trigger, Up, Right Trigger, Right, Left Trigger, Down

All dinosaurs in your park are about to die!—Left Trigger, Right Trigger, Down, Right Trigger, Left Trigger

All dinosaurs will contract a disease—Down, Up, Down, Left, Right Trigger, Right Trigger, Right Trigger

All dinosaur DNA at 55%—Right Trigger, Up, Left Trigger, Down

All carnivores become stressed—Left Trigger, Left Trigger, Left Trigger, Left, Left, Left

All fences are deleted—Up, Right Trigger, Down, Left Trigger, Left, Left

All roads are deleted—Right, Right, Right Trigger, Right Trigger, Left Trigger, Down

Visitor fatalities cost you nothing—Right Trigger, Left, Down, Down, Down

All visitors leave your park—Left Trigger, Right Trigger, Left Trigger, Right, Down, Right Trigger

All visitors in your park get 100% satisfaction—Right Trigger, Down, Left Trigger, Up, Up

All visitors die—Left, Right, Left, Right, Right Trigger

Increase your park rating by one star—Right, Left Trigger, Up, Left Trigger, Left Trigger, Down

Increase your park rating to three stars—Left Trigger, Right Trigger, Down, Down, Left Trigger, Right

Fossil market event occurs—Down, Left Trigger, Right Trigger, Down

Unlock all fossil hunt regions—Left, Down, Right, Up, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Crash all balloons and safari rides—Right Trigger, Left Trigger, Up, Down, Up, Down

Unlock Missions—Right Trigger, Right, Right, Right, Right Trigger

Weather is always sunny—Right Trigger, Right Trigger, Right, Left, Up, Right

It's always raining—Right Trigger, Left Trigger, Right Trigger, Down, Up, Down

Weather is always a heatwave—Down, Right Trigger, Down, Right Trigger, Down, Right Trigger

No twisters for the rest of the game—Left Trigger, Right Trigger, Left, Right, Left Trigger, Right Trigger

Toggle gun on jeep rather than camera—Left Trigger, Right Trigger, Left, Down, Right, Right

All dinosaurs are given skeleton textures—Right Trigger, Right Trigger, Right Trigger, Left Trigger, Right

All fences upgraded to high security fences—Left Trigger, Left, Left, Right Trigger, Right Trigger, Right

All fences downgraded to low security fences—Down, Down, Left, Right, Left Trigger, Left Trigger, Up, Up

Your park is free from disease—Up, Up, Right Trigger, Left Trigger, Up, Up

No dinosaurs become stressed—Left Trigger, Left, Up, Left, Up, Left, Left Trigger

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, quickly press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear to confirm the code.

LINKS 2004

Unlock All Courses

At the main menu, press Left Trigger + Right Trigger + X + Y simultaneously. You'll hear a sound to confirm that all of the courses have been unlocked.

Cheat Code

Select "My Player" from the main menu and create a character with the name "SafariTK" to unlock all Skill Points, Challenges and Career Mode tours. Note: This player profile will not work with Xbox Live; it can only be used while playing offline.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING**Secret Codes**

At any time during gameplay, quickly enter any

of the following codes. A message will appear on the screen upon entering a correct code.

Y, A, X, B, A, Y—Infinite health

X, B, Y, A, X, B—Infinite ammunition

Y, B, A, B, Y, X—Infinite Ring use

THE LORD OF THE RINGS**THE RETURN OF THE KING****Increase Experience**

At any time during the game, press START to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points:

Aragorn—Hold Left Trigger + Right Trigger, press Up, X, Y, A

Frodo—Hold Left Trigger + Right Trigger, press Down, Y, Up, Down

Gandalf—Hold Left Trigger + Right Trigger, press B, Y, Up, Down

Gimli—Hold Left Trigger + Right Trigger, press B, B, Y, A

Legolas—Hold Left Trigger + Right Trigger, press A, Y, Up, A

Sam—Hold Left Trigger + Right Trigger, press Y, A, Down, A

THE LORD OF THE RINGS: THE TWO TOWERS**Secret Codes**

At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.

Restore health—Hold Left Trigger + Right Trigger and press Y, Down, A, Up

Restore missiles—Hold Left Trigger + Right Trigger and press A, Down, Y, Up

All Level 2 upgrades—Hold Left Trigger + Right Trigger and press B, Right, B, Right

All Level 4 upgrades—Hold Left Trigger + Right Trigger and press Y, Up, Y, Up

All Level 6 upgrades—Hold Left Trigger + Right Trigger and press X, Left, X, Left

All Level 8 upgrades—Hold Left Trigger + Right Trigger and press A, A, Down, Down

1,000 upgrade points—Hold Left Trigger + Right Trigger and press A, Down, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm of the Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked.

Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:

Always devastating—Hold Left Trigger + Right Trigger and press X, X, B, B

Small enemies—Hold Left Trigger + Right Trigger and press Y, Y, A, A

Slow motion—Hold Left Trigger + Right Trigger and press Y, B, A, X

Infinite missiles—Hold Left Trigger + Right Trigger and press X, B, A, Y

All upgrades—Hold Left Trigger + Right Trigger and press Y, B, Y, B

Invulnerable—Hold Left Trigger + Right Trigger and press Y, X, A, B

MAJOR LEAGUE BASEBALL 2K5

Cheat Codes

Choose "Save/Load" from the main menu, then select "User Profiles." When the Profiles menu appears, highlight a free slot and select "Create Profile." At the Profile Name entry screen, enter any of the following codes as the profile name. Each code consists of two words separated by a space character; be sure to hold the "Shift" button when entering the first letter of each word.

Old Timers—Unlock all Classic Teams

Golden Goods—Unlock all Extras

Ima Cheater—Unlock all Cheats

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes

At any time during gameplay (not while paused), press X, X, X, A, Left, Right, Left, Right, X, X, X, A, Left, Right, Left, Right. You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked.

MAXIMUM CHASE

Codes

Choose "Option" from the main menu, then select "Cheat Code" and enter any of the following codes:

B 6 F C—Alternate color graphics

9 D E 5—Black & white graphics

A 8 D 7—High-contrast black & white graphics

MEDAL OF HONOR: EUROPEAN ASSAULT**Cheat Codes**

At any time during gameplay, press START to pause, hold Left Trigger + Right Trigger and press Down, A, X, Black, B, A. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.

Invincibility—White, Black, Y, White, Left Trigger, Left Trigger

Infinite ammo—Left Trigger, Y, B, Up, A, A

100% Adrenaline—B, Y, Right, X, A, X

Kill stage nemesis—Right, Left, Right Trigger, Left Trigger, X, Y

Collect stage OSS documents—A, B, Right Trigger, White, Black, Left Trigger

Disable shellshock—X, Y, A, B, Left Trigger, X

Disable/enable HUD—Black, Left Trigger, Black, Right Trigger, Up, Y

Suicide—B, Right Trigger, White, Y, Left Trigger, White

MEDAL OF HONOR: FRONTLINE**Passwords**

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu.

N O H I T S F O R U—Bullet Shield*

B A S S—Unlock Mission 2: A Storm in the Port

S T U R G E O N—Unlock Mission 3: Needle in a Haystack

P I K E—Unlock Mission 4: Several Bridges Too Far

T R O U T—Unlock Mission 5: Rolling Thunder

C A T F I S H—Unlock Mission 6: The Horten's Nest

S A L M O N—Earn a gold star for the level previous to the current level

F L I P B O O K—Unlock Extra movie, "From the Animator's Desk"

C O T O B R E A T H—Unlock Extra movie, "A Good Day to 'Dye'"

MEDAL OF HONOR: RISING SUN**Passwords**

Choose "Options" from the Single Player Campaign menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and press A to toggle the corresponding cheat on or off.

C A R D I N A L—Achilles Head

B E T T A—Rubber Grenades

B O X F I S H—All Replay Items

W R A S S E—Bullet Shield

B A N N E R—Immortality

P A R R O T—Invisible Soldiers

D O T T Y B A C K—Men With Hats

B A T F I S H—Silver Bullet

J A W F I S H—Unlimited Ammo

T U S K F I S H—Unlock all missions

MEGA MAN ANNIVERSARY COLLECTION**Mega Man 2 Password**

A5, B2, B4, C1, C3, C5, D4, D5, E2—Start at Dr. Wily's Castle with all weapons, items and four energy tanks

Mega Man 3 Password

A1 blue, A3 blue, B2 blue, B5 blue, D3 blue, F4 blue, A6 red, E1 red—Start at Dr. Wily's Castle with all weapons, items and nine energy tanks

Mega Man 4 Password

A1, A4, B5, E2, F1, F3—Start at Cossack's Castle with all weapons and items

Mega Man 5 Password

B4 blue, D6 blue, F1 blue, C1 red, D4 red, F6 red—Start at Dr. Wily's Lair with all weapons and items

Mega Man 6 Password

B6, D4, F2, F4, F6—Start at Mr. X's Castle with all weapons, items and nine Energy Tanks

Mega Man 7 Password

1415 5585 7823 6251—Start at the last stage of Dr. Wily's Castle with all weapons and items, power-ups and four energy tanks

Mega Man 7: Secret Battle Game

Enter the password listed above for Mega Man 7, but hold X + B while you press START to confirm. You will enter a secret two-player battle game.

MERCENARIES

Cheat Codes

At any time during gameplay, press BACK to bring up the PDA, then press Right Trigger to scroll over to the "Factions" screen, where you can enter any of the following codes:

Invincibility—Up, Down, Up, Down, Left, Right, Left, Right

Infinite ammo—Right, Left, Right, Right, Left, Right, Left, Left

Add \$1,000,000—Right, Down, Left, Up, Up, Left, Down, Right

Unlock all shop items—Down, Down, Down, Down, Up, Left, Right, Right

Reset all factions to "Neutral"—Up, Up, Up, Up, Down, Down, Right, Left

Unlock all "unlockables" cheats—Right, Right, Left, Left, Up, Up, Down, Down, Up, Right, Left, Down, Down, Left, Right, Up, Down, Down, Up, Up, Left, Left, Right

Note: The codes listed below will only work after entering the "Unlock all 'unlockables' cheats" code shown above.

Play as Indiana Jones—Left, Left, Right, Right, Up, Up, Down, Down

Play as Han Solo—Left, Left, Right, Right, Up, Down, Up, Up

Play as the Ace of Diamonds—Left, Left, Right, Right, Down, Down, Up, Up

Play as Hearts card—Left, Left, Right, Right, Up, Down, Down, Up

Play as a Deck of 52 member—Left, Left, Right, Right, Down, Up, Down

Play as Garret—Left, Left, Right, Right, Up, Down, Down, Right

Play as Peng—Left, Left, Right, Right, Up, Down, Down, Left

Play as Buford—Left, Left, Right, Right, Up, Down, Down, Down

Play as Josef—Left, Left, Right, Right, Down, Up, Up, Up

Play as a Mafia heavy—Left, Left, Right, Right, Down, Up, Down, Up

Play as an NK Elite—Left, Left, Right, Right, Down, Down, Down, Up

Play as an SK Elite—Left, Left, Right, Right, Down, Down, Up, Down

Play as a doctor—Left, Left, Right, Right, Down, Up, Down, Down

Play as a prisoner—Left, Left, Right, Right, Down, Down, Down, Down

Play as an Allied pilot—Left, Left, Right, Right, Up, Down, Up, Down

MIDTOWN MADNESS 3

Unlock All Vehicles

At the main menu, click the Left Thumbstick and continue to hold it in while you enter the following code: Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger. If you've entered it correctly, all of the vehicles will be unlocked.

MIKE TYSON HEAVYWEIGHT BOXING

Secret Codes

At the title screen—when the words "PRESS START BUTTON" appear—quickly enter any of the following codes. When you press the last button in any code, hold it down until a confirmation message appears on the screen.

Unlock all modes and boxers—X, B, Left Trigger, Right Trigger

Big head mode—X, B, Up, Down

Small head mode—X, B, Down, Up

Two-dimensional mode—Down, Up, B, X

MLB SLUGFEST: LOADED

Unlock Fantasy Teams and Stadiums

At the main menu, hold X + Y and press the Right Trigger. Now all of the fantasy teams and stadiums have been unlocked.

"Vs." Screen Codes

Enter any of the following codes at the "vs." screen that appears just before the game loads. The numbers represent the number of times you must press the X, Y and B buttons followed by a direction on the D-pad. For example, to enter the "Tennis Ball" code (2-4-2-Up), press X twice, Y four times and B twice, then press Up on the D-pad. You'll hear a special sound effect to confirm each code.

4-4-4-Down—Unlimited Turbo

3-0-0-Left—Max. Batting

0-3-0-Left—Max. Power

0-0-3-Left—Max. Speed

1-2-3-Left—Extra time after plays

2-4-2-Up—Tennis ball

2-4-2-Down—16" softball

2-0-0-Right—Big head

2-0-0-Left—Tiny head

MORTAL KOMBAT: DECEPTION

Fatalities

When the "Finish Him" (or "Her") message appears at the end of a match you've won, press the Change Style button until the word "Fatality" appears and enter the code listed below for the character-specific fatality you wish to perform:

Scorpion's Fatality 1—Forward, Down, Forward, Forward, Attack 1 (at sweep distance)

Scorpion's Fatality 2—Forward, Back, Forward, Back, Attack 1 (close)

Sindel's Fatality 1—Back, Forward, Forward, Back, Attack 1 (at sweep distance)
 Sindel's Fatality 2—Up, Up, Back, Forward, Attack 3 (at sweep distance)
 Mileena's Fatality 1—Forward, Forward, Down, Down, Attack 1 (at sweep distance)
 Mileena's Fatality 2—Up, Up, Forward, Forward, Attack 3 (far)
 Baraka's Fatality 1—Forward, Up, Down, Attack 2 (close)
 Baraka's Fatality 2—Forward, Down, Back, Forward, Attack 2 (at sweep distance)
 Kabal's Fatality 1—Forward, Up, Up, Up, Attack 3 (close)
 Kabal's Fatality 2—Up, Up, Down, Down, Attack 2 (close)
 Ashrah's Fatality 1—Down, Down, Up, Up, Attack 2 (close)
 Ashrah's Fatality 2—Forward, Down, Forward, Down, Attack 2 (at sweep distance)
 Dairou's Fatality 1—Down, Up, Back, Back, Attack 1 (at sweep distance)
 Dairou's Fatality 2—Down, Down, Back, Attack 3 (close)
 Ermac's Fatality 1—Down, Back, Back, Down, Attack 3 (at sweep distance)
 Ermac's Fatality 2—Back, Down, Back, Down, Attack 4 (at sweep distance)
 Nightwolf's Fatality 1—Back, Forward, Back, Forward, Attack 1 (far)
 Nightwolf's Fatality 2—Down, Forward, Down, Up, Attack 2 (at sweep distance)
 Bo 'Rai Cho's Fatality 1—Up, Back, Forward, Attack 3 (at sweep distance)
 Bo 'Rai Cho's Fatality 2—Down, Up, Forward, Forward, Attack 2 (at sweep distance)
 Kobra's Fatality 1—Forward, Back, Forward, Forward, Attack 2 (close)
 Kobra's Fatality 2—Down, Back, Forward, Down, Attack 4 (close)
 Darrius' Fatality 1—Down, Forward, Forward, Up, Attack 1 (close)
 Darrius' Fatality 2—Up, Down, Back, Forward, Attack 3 (at sweep distance)
 Jade's Fatality 1—Back, Forward, Up, Forward, Attack 1 (at sweep distance)
 Jade's Fatality 2—Back, Forward, Forward, Forward, Attack 2 (close)
 Havik's Fatality 1—Forward, Forward, Forward, Back, Attack 2 (at sweep distance)
 Havik's Fatality 2—Down, Forward, Forward, Up, Attack 4
 Kenshi's Fatality 1—Forward, Forward, Back, Back, Attack 2 (at sweep distance)
 Kenshi's Fatality 2—Up, Forward, Back, Forward, Attack 2 (at sweep distance)
 Raiden's Fatality 1—Back, Down, forward, Down, Attack 1 (at sweep distance)
 Raiden's Fatality 2—Up, Down, Forward, Forward, Attack 1 (far)
 Li Mei's Fatality 1—Forward, Forward, Forward, Forward, Attack 1 (at sweep distance)
 Li Mei's Fatality 2—Up, Back, Forward, Forward, Attack 4 (at sweep distance)
 Noob Smoke's Fatality 1—Up, Down, Down, Forward, Attack 2 (at sweep distance)
 Noob Smoke's Fatality 2—Back, Forward, Back, Forward, Attack 4 (at sweep distance)
 Tanya's Fatality 1—Forward, Down, Down, Down, Attack 1 (at sweep distance)
 Tanya's Fatality 2—Up, Back, Forward, Up, Attack 2 (close)
 Kira's Fatality 1—Back, Forward, Forward, Back, Attack 4 (far)
 Kira's Fatality 2—Up, Forward, Down, Back, Attack 3 (at sweep distance)
 Hotaru's Fatality 1—Forward, Up, Back, Down, Attack 1 (at sweep distance)
 Hotaru's Fatality 2—Down, Forward, Back, Forward, Attack 2 (close)
 Shujinko's Fatality 1—Back, Up, Forward, Forward, Attack 1 (close)
 Shujinko's Fatality 2—Up, Down, Down, Forward, Attack 3 (close)
 (Note: You must unlock Shujinko's fatalities in Konquest Mode in order for these to work.)
 Sub-Zero's Fatality 1—Forward, Back, Down, Forward, Attack 2 (close)
 Sub-Zero's Fatality 2—Back, Down, Forward, Down, Attack 1 (at sweep distance)
 Liu Kang's Fatality 1—Back, Back, Back, Forward, Attack 2 (at sweep distance)
 Liu Kang's Fatality 2—Forward, Forward, Up, Up, Attack 3 (at sweep distance)
Hara-Kiri
 When the "Finish Him" (or "Her") message appears at the end of a match you've lost, enter one of the following codes to perform your character's hara-kiri:

Scorpion's Hara-Kiri—Down, Down, Up, Back, Attack 1
 Sindel's Hara-Kiri—Forward, Up, Up, Down, Attack 4
 Mileena's Hara-Kiri—Back, Down, Forward, Back, Attack 1

Baraka's Hara-Kiri—Down, Back, Up, Back, Attack 4
 Kabal's Hara-Kiri—Forward, Up, Up, Down, Attack 2
 Ashrah's Hara-Kiri—Up, Down, Up, Up, Attack 2
 Dairou's Hara-Kiri—Back, Back, Back, Down, Attack 1
 Ermac's Hara-Kiri—Down, Up, Up, Down, Attack 3
 Nightwolf's Hara-Kiri—Up, Up, Up, Attack 3
 Bo 'Rai Cho's Hara-Kiri—Back, Back, Forward, Forward, Attack 2
 Kobra's Hara-Kiri—Up, Up, Back, Back, Attack 2
 Darrius' Hara-Kiri—Back, Forward, Forward, Attack 2
 Jade's Hara-Kiri—Forward, Up, Up, Back, Attack 1
 Havik's Hara-Kiri—Forward, Up, Up, Attack 2
 Kenshi's Hara-Kiri—Down, Back, Back, Forward, Attack 4
 Raiden's Hara-Kiri—Forward, Up, Up, Back, Attack 1
 Li Mei's Hara-Kiri—Up, Down, Up, Down, Attack 3
 Noob Smoke's Hara-Kiri—Down, Up, Up, Down, Attack 4
 Tanya's Hara-Kiri—Down, Down, Forward, Up, Attack 3
 Kira's Hara-Kiri—Forward, Back, Up, Back, Attack 3
 Hotaru's Hara-Kiri—Up, Back, Back, Back, Attack 2
 Shujinko's Hara-Kiri—Down, Back, Down, Back, Attack 3
 (Note: You must unlock Shujinko's Hara-Kiri in Konquest Mode before it will work.)
 Sub-Zero's Hara-Kiri—Down, Up, Down, Up, Attack 2
 Liu Kang's Hara-Kiri—Down, Down, Down, Up, Attack 3

MTX MOTOTRAX

Cheat Codes
 Choose "Options" at the main menu, then select "Cheats" and enter the following code:
 8 6 5 7 4 5 7—Unlock Maggot rider, Slipknot 250cc bike and all movies

MVP BASEBALL 2005

Cheat Codes
 Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.
 Katie Roy—Unlock all MVP Rewards
 Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
 Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
 Kenny Lee—Enable scaling of individual limbs at the "Body Build" menu
 Teddy Lee—Enable scaling of individual limbs at the "Body Build" menu
 Keegan Paterson—Short player with fat bat
 Jacob Paterson—Short player with fat bat
 Isaiah Paterson—Very short player with fat bat
 Sean Paterson—Tiny player with fat bat
 Avery Larmour—Tiny player with fat bat
 Mark Curran—Player with thin, easily-broken bat
 Les Kram—Player with thin, easily-broken bat
 G Clark—Player with thin, easily-broken bat

MX UNLEASHED

Cheat Codes
 Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats:
 S T U P E R C R O S S—Unlock Supercross tracks
 E C O N A T I O N—Unlock National tracks
 S W A P P I N—Unlock "Pro Physics" option at the setup menu before a race
 O B T G O F A S T—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)
 S Q U I R R E L D O G—Unlock 500cc Bikes
 B I G D O G S—Unlock 500cc Bikes
 C L A P P E D O U T—Complete career (unlocks all tracks, machines and bikes)

NARC

Cheat Codes
 Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.
 Invincibility—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, A

All drugs—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Thumbstick
 All guns—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Thumbstick
 Show stashes—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left
 Unlimited ammo—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Down

NASCAR 2005: CHASE FOR THE CUP

Cheat Codes
 In "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Enter the following names in their respective First Name and Last Name fields, then press **START** to lock in the name and activate the cheat:
 Walmart NASCAR—10,000,000 in the Bank
 You TheMan—Level 10 and 2,000,000 Prestige points
 MakeMe Famous—Rank 1 and 10,000,000 Fan Support
 The Intimidator—Unlock Dale Earnhardt
 Race Dodge—Unlock Dodge cars
 Mr.Clean Racing—Unlock Mr. Clean cars
 OldSpice Motorsports—Unlock Old Spice cars
 Levi Strauss153—Unlock Levi Strauss cars
 GetIn The Zone—Unlock Auto Zone cars
 Dodge Stadium—Unlock Dodge Raceway track
 OldSpice Venue—Unlock Old Spice Speedway track
 Walmart Exclusive—Unlock Lakeshore Drive track
 Open Sesame—Unlock all Thunder Plates

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes
 Enter the following codes when the words "Please press **START** to begin" appear at the title screen. You will hear a beep each time you enter a code correctly.
 \$1,000 in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Right, X, X, Right, Left Trigger, Right Trigger
 \$200 in Career mode—Up, Up, Up, Left, Right Trigger, Right Trigger, Right Trigger, Down
 Unlock Pro Package performance parts—Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Up, Down
 Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left
 Unlock various body parts/graphics—Right Trigger, Right Trigger, Up, Down, Left Trigger, Left Trigger, Up, Down
 Unlock more body parts/graphics—Left Trigger, Right Trigger, Up, Down, Left Trigger, Up, Up, Down
 Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left
 Unlock Burger King vinyl—Up, Up, Up, Up, Down, Up, Up, Left

NFL STREET 2

Cheat Codes
 Choose "Options" from the main menu, then select "Cheats and Codes" and press **Y** to call up the code entry screen. (Note: This option will not appear unless you create a User ID.) Now you can enter any of the following cheat codes. Note the capital letters in each code and enter them exactly as shown by using the keyboard shift function of the code entry screen.
 W A F E S C T—Unlock AFC West All-Stars
 E A F S F C T—Unlock AFC East All-Stars
 N A O F R C T H—Unlock AFC North All-Stars
 S A O F U C T H—Unlock AFC South All-Stars
 E N A F S F C T—Unlock NFC West All-Stars
 N N O F R C T H—Unlock NFC East All-Stars
 N N A S 6 7 8 4—Unlock NFC North All-Stars
 S N O F U C T H—Unlock NFC South All-Stars
 S t e a m k r y z—Unlock Legends team and gridiron
 T e a m X z i b i t—Unlock Team Xzibit
 R e e b o k—Unlock Team Reebok
 E A F i e l d—Unlock EA Field
 N o z b o o s t—Unlimited Turbo
 G r e a s e d P i g—Fumble mode
 G l u e H a n d s—No Fumble mode
 N o C h a i n s—No Chains mode
 F i r s t F i r s t—10-yard first downs
 I l l X B C r a z—2x GameBreaker
 X x G B C r a z—10x GameBreaker
 S h r u n k e n—Tiny players
 B I G S m a s h—Giant players
 B I G P i g—Big ball mode
 R u i n e d P i c n i c—Ants mode
 B l o o m i n g G r o u p—No textures
 G o t t a B D S h o e s—Max. Speed
 M a g n e t H a n d s—Max. Catch
 B l a s t A c k l e—Max. Tackle
 C e m e n t S h o e s—Weak jumping and O-Moves
 S i g n s M a t t e r s—Random size
 T r i c k 3 d O u t—All Chains Mode

NINJA GAIDEN

Blue Ninja Costume
 Hold **Left Trigger** + **Right Trigger** when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.
New Costume
 After you beat the game, hold down **Left Trigger** when selecting "New Game" from the main menu to use a new costume.

Successive Play
 After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarabs that you have collected the first time through and use them in the new game beginning from Chapter 1.

Hidden Weapon
 After you beat the game, the Dark Dragon Blade secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through.
Unlock Classic Ninja Gaiden Games
 To unlock the classic *Ninja Gaiden* game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.

To unlock *Ninja Gaiden II: The Dark Sword of Chaos*, you must have the original *Ninja Gaiden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Han's Bar. A treasure chest containing *Ninja Gaiden II* will appear on the roof of the building that houses the Clock Tower.

To unlock *Ninja Gaiden III: The Ancient Ship of Doom*, you must have *Ninja Gaiden II* in your inventory. At the Peristyle Passage in the Aqueduct, the *Ninja Gaiden III* disc can be found on top of the pillar that previously held a Golden Scarab.

To play the classic *Ninja Gaiden* games after collecting any of the discs, access the arcade machine on the first floor of Han's Bar in Tairon with the appropriate *Ninja Gaiden* game disc in your inventory. When you finish the game with any of the *Ninja Gaiden* discs in your inventory, a "Classic *Ninja Gaiden*" option will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.

Classic Ninja Gaiden Passwords

L X A Y A X—*Ninja Gaiden* Act 1
 A X X R Y A—*Ninja Gaiden* Act 2
 X Y B R L X—*Ninja Gaiden* Act 3
 B R A B Y Y—*Ninja Gaiden* Act 4
 X A Y X L L—*Ninja Gaiden* Act 5
 Y R Y L A X—*Ninja Gaiden* Act 6
 A A B X Y R—*Ninja Gaiden* Act 7
 X L R B B A—*Ninja Gaiden* Act 8
 L Y B A R R—*Ninja Gaiden* Act 9
 A L X Y Y B—*Ninja Gaiden* Act 10
 R A A B X L—*Ninja Gaiden* Act 11
 Y L R A Y R—*Ninja Gaiden* Act 12
 B B X Y A—*Ninja Gaiden* Act 13
 A R R Y A L—*Ninja Gaiden* Act 14
 L B R Y L Y—*Ninja Gaiden* Act 15
 R R B A Y A—*Ninja Gaiden* Act 16
 Y A B X R X—*Ninja Gaiden* Act 17
 B X X A X Y—*Ninja Gaiden* Act 18
 X R X Y Y L—*Ninja Gaiden* Act 19

ODDWORLD: STRANGER'S WRATH

Cheat Codes
 At any time during the game, plug a second controller into Port 2 on the Xbox, then remove it. Now press X, Y, Y, B, B, A, A on Controller 1; you'll hear a guitar sound to confirm that the cheat mode is active. Now you can enter the following codes at any time:
 Invincibility—X, Y, A, B, X, Y
 \$1,000 Moolah—Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick
Level Select
 When starting a new game, enter "000000" as your name. The "Select Level" menu will immediately appear.

OUTLAW GOLF 2

Unlock Everything
 Select "Create" from the main menu to start a new profile, then enter: "I Have No Time" to unlock all clubs, courses, characters and movies.
Big Head
 At any time during gameplay, hold **Left Trigger** and press B, A, B, Y, Back. To revert back to a normal head, enter the code again.

OUTLAW VOLLEYBALL

Unlock All Characters
 Select "Exhibition" from the main menu. When the character-select screen appears, hold **Left Trigger** and press **Left, White, Right, White** to unlock all of the characters.

**Change Character Proportions**

Enter either of the following codes at any time during gameplay:

Increase Upper Body—Hold **Left Trigger** and press **B, Up, Up, B, Y**
Big Head Mode—Hold **Left Trigger** and press **B, A, B, Y**

OUTRUN 2**Cheat Codes**

At the main menu, select "OutRun Challenge," then press the **X** button to enter the Gallery. Now choose the "Enter Code" option and enter the following cheats:

DREAMING—Unlock all cars
RADIO SEG A—Unlock all music
DESREVER—Unlock reversed tracks
TIMELESS—Unlock bonus tracks
THE JOURNEY—Unlock all Mission tracks

PIRATES OF THE CARIBBEAN**Cheat Codes**

Enter the following codes at any time during gameplay. A message will appear on the screen to confirm each time a code has been entered correctly:

God Mode ON—**A, Y, X, X, Y, Y, B, Y, X, A**
100,000 Gold—**A, X, Y, B, Y, B, X, B, A**
50 Skill Points—**A, B, Y, X, Y, B, B, Y, B, A**
Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

PRISONER OF WAR**Secret Passwords**

Enter any of the following codes at the "Passwords" screen:

FARLEY D O G—Unlock everything in the Secrets menu
GER I E N G S—Unlock all chapters
A L T I M E S—Be informed of all events in the day

PROJECT GOTHAM RACING**Cheat Code**

At the "load or create new" screen, select "create new driver." Next, select "driver name" and enter your name as "Nosliv." Note that only the first letter is capitalized. Now all of the cars, body paint styles, courses and stages are unlocked.

PSYCHONAUTS**Cheat Codes**

At any time during the game, hold **Left Trigger** + **Right Trigger** and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.

Invincibility—**B, White, B, B, Y, Black**
Unlimited lives—**Left Thumbstick, White, White, B, A, Right Thumbstick**
Infinite ammo—**Right Thumbstick, A, Left Thumbstick, Left Thumbstick, Y, B** (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)
All Camp Store items except PSI-ball Colorizer and Dream Fluffs—**Right Thumbstick, B, White, White, Left Thumbstick, Y**
All PSI-Power Merit Badges—**B, B, Y, White, Left Thumbstick, Y**
Lots of Arrowheads—**A, Right Thumbstick, Right Thumbstick, White, Y, X**
Max. PSI-Rank and all PSI-powers earned by ranking up—**Left Thumbstick, Right Thumbstick, Left Thumbstick, White, B, White** (Note: You still need to get Merit Badges in order to use the powers)

RALLISPORT CHALLENGE 2**Cheat Codes**

Select "Options" from the main menu, then choose "Credits" and enter the following codes while the credits are rolling. You'll hear a sound effect to confirm each time you enter a code correctly.

Down, Left, Down, Right, Up, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Down, Right, Down, Right, Down, Left, Left, Right, Right, Down, Left, Right, Up, Up, Down, Left, Left, Left, Left, Up, Right, Right, Up, Left, Up, Down, Right, Down, Up, Down, Left, Left, Down, Up, Up, Down, Left, Right

Each of these codes unlocks certain vehicles and/or tracks for use in Time Attack, Single Race, Multiplayer or Xbox Live mode. If you enter all of the codes, you'll unlock everything in the game. Note that the unlocked items will not be accounted for in your "Unlocks" list at the Options menu. Also note that all of the items you unlock this way will be locked again if you enter Career mode from the main menu.

REDCARD 20-03**Unlock Everything**

Choose "Load/Save" from the main menu, then select "Create/Load Profile" and create a new profile with the name "BIGTANK". All of the secret teams, stadiums and Finals Mode will be unlocked.

ROBOTECH: BATTLECRY**Secret Passwords**

At the main menu, select "New Game." At the next menu, hold **Left Trigger** + **Right Trigger** and press **Left, Up, Down, A, Right, B, START**. A special password entry screen will appear where you can enter any of the following codes:

WEWILLWIN—Unlock all missions
MULTIMAYHEM—Unlock all multiplayer missions
SUPERMECH—Invincibility
MISSMA CROS—Unlock all Veritech designs
WHERESMAX—Unlock all Veritechs and awards
BACKSTABBER—One-shot kills
SNIPER—One-shot Sniper kills
SPACEFOLD—Faster gunpod ammo refresh
MARSBASE—Faster missile refresh
MIRIYA—Faster weapon refresh

ROBOTECH: INVASION**Cheat Codes**

At the main menu, select "Options" then select "Extras." Now enter any of the following codes to unlock the desired cheat.

supercy—Invincibility
trghpy—Unlimited ammo
dustyayres—1 hit kills
reclamation—Access to all levels
ylwflw—Unlock Lancer's multiplayer skin
lntctm d r—Unlock Scott Bernard's multiplayer skin
kidglove s—Unlock Rand's multiplayer skin
blueangls—Unlock Rook's multiplayer skin

SCALER**Cheat Codes**

At any time during gameplay, press **START** to pause, then select "Options" from the Pause menu. Select "Audio," then enter any of the following codes at the Audio menu. Note: The codes must be entered quickly or they won't register. You'll get a confirmation message each time you enter a code correctly.

Replenish health—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Y, Y, X, X, Right Trigger, X**
200,000 Klokies—**Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, X, Y**
Infinite Electric Bombs—**Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y, Y, X**

SCOOBY-DOO NIGHT OF 100 FRIGHTS**Cheat Codes**

At any time during the game, press the **START** button to pause, then enter any of the following codes. The codes must be entered quickly or they may not work.

All Power-ups—Hold **Left Trigger** + **Right Trigger** and press **B, X, B, X, B, X, X, B, B, X, B, B, B**
Unlock Cinematics in Credits—Hold **Left Trigger** + **Right Trigger** and press **X, B, X, B, X**
Unlock All Warp Gates—Hold **Left Trigger** + **Right Trigger** and press **X, X, B, X, B, X, B, B, B**
Unlock Monster Gallery Movies—Hold **Left Trigger** + **Right Trigger** and press **X, X, X, B, B, B, X, B, X**

SEABLADE**Cheat Codes**

Press **START** to pause the game at any time during gameplay, then enter any of the following codes at the pause screen:

Invincibility—**Right Trigger, Y, Left Trigger, X, X, Right Trigger** (your health meter will deplete, but you won't die when it runs out)
Unlock all missions—**X, Y, Left Trigger, X, Right Trigger, Right Trigger** (after entering this code, exit the game, then continue your Single Player game, highlight "Launch Mission" and move the cursor to the right to reveal Missions 1-39)

SECRET WEAPONS OVER NORMANDY**Cheat List**

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.

Invincibility—**Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black**
Unlimited ammunition—**Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger**

Big head—**Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**

Unlock all Instant Action environments—**Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**

Unlock all missions, planes, Instant Action environments and Gallery movies—**Y, Y, Y, X, X, X, Left Trigger, Right Trigger, Black, Black, White, White** (Note: You must select "Continue" after entering this code or the effects will be canceled)

SERIOUS SAM**Cheat Mode**

At the main menu, push the **Left Thumbstick** and hold it in while pressing **Black, White, Y, A**. A new menu item, "Cheats," will immediately appear.

SHADOW OPS: RED MERCURY**Cheat Codes**

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:
PACKMULE—Infinite ammo
HAPPYCAMP ER—Unlock all single-player maps
WANDERLUST—Unlock all co-op play maps
FILMCRTIC—Unlock all cinematics

SHARK TALE**Cheat Codes**

During any of the levels where you can obtain pearls, press the **BACK** button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release **Left Trigger** after entering a code. You can disable a cheat by entering the same code a second time.

Replace Pearls with Coins—Hold **Left Trigger** and press **X, A, X, X, X, X, A, X, X**
Some creatures will fly off the screen when touched—Hold **Left Trigger** and press **X, X, X, X, A, X, X, X, X**

SHREK 2**Cheat Codes**

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Up, Up, Up**
Unlock all bonuses—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Y, A, Y, A, Y, A**
Earn 1,000 gold coins—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, A, A, A, A**
Refill health meters—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Right, Down, Left, Up**

SONIC HEROES**Metal Teams**

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the **A** button, then immediately press and hold **A + Y** while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SPIDER-MAN**Secret Codes**

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

K O L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu
A R A C H N I D—Unlock all of the above + all "Gallery" items
H E R M A N S C H U L T Z—Play as Shocker
S E R U M—Play as a scientist
K N U C K L E S—Play as Thug 1
S T I C K Y R I C E—Play as Thug 2
T H U G S R U S—Play as Thug 3
F R E A K O U T—Play as Thug 4
C A P T A I N S T A C E Y—Play as a helicopter pilot
R E A L H E R O—Play as a security guard
O R G A N I C W E B B I N G—Unlimited web fluid
C H I L L O U T—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S P I D E R B Y T E—Tiny Spidey
G O E S T O Y O U R H E A D—Big head + feet
J O E L S P E A N U T S—Enemies have big heads + feet
U N D E R T H E M A S K—First-person view

SPIDER-MAN 2**Cheat Code**

At any time during gameplay, pause the game, enter the Save/Load menu and select "New

Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPLASHDOWN**Cheats Menu**

Choose "Options" from the main menu, then hold **Right Trigger** and press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B**. You will automatically enter a "Cheats" menu where you can enter any of the following codes:

A L I C H A—Unlock all characters
P a s s w o r d—Unlock all courses
F e s t i v a l—Unlock all videos
L a P i n a t a—Unlock all characters and wet-suits
A l l O u t A l—Tougher opponents
H o b b l e—Weaker opponents
P M e t e r G o—Maximum Performance Meter
B e l i e v e—Time trial ghost is a UFO
F 1 8—Time trial ghost is an F-18 jet

THE SPONGEBOB SQUAREPANTS MOVIE**Secret Codes**

At any time during gameplay, press **START** to pause the game, then hold **Left Trigger** + **Right Trigger** and enter any of the following codes. You will hear a confirmation sound each time you enter a code correctly. For the costume codes, you must re-enter the level in order to see the costume change. Obviously, the Patrick codes only work in levels where you play as Patrick.

Increase max. health—**Y, Y, Y, Y, X, Y, X, Y**
Unlock all moves—**X, X, Y, X, Y, X, X, X**
Unlock all moves with upgraded damage—**X, X, Y, X, Y, X, Y, X**
Alternate costume for Spongebob—**X, X, X, X, Y, X, X, Y**
Caveman costume for Spongebob—**X, X, X, X, Y, X, X, X**
Alternate costume for Patrick—**X, X, X, X, Y, X, Y, X**
Caveman costume for Patrick—**X, X, X, X, Y, X, Y, Y**

SPY VS. SPY**Cheat Codes**

Choose "Extras" from the main menu, then select "Cheats." Press the **X** button and enter any of the following codes to unlock the corresponding item(s).

A R M O R—Invulnerability
B i g G U N Z—Super damage
N O D R O P—No dropped items
F A i R Y—Permanent Fairy
D I S G U I S E—All spy attachments
W R K B E N C H—All weapons
A N T O N I O—All Story maps
P R O H I A S—All Modern maps
R E T R O S P Y—All Classic maps
M A D M A G—All Multiplayer maps
S P Y F L I X—All movies
S P Y P I C S—All concept art
B L I N K—Invisible HUD

STAR WARS: BATTLEFRONT**Unlock All Planets in Campaign Mode**

After selecting your Era in Campaign Mode, you will enter the planet select screen. Press **X, Y, X, Y** at this screen to unlock all of the planets. A sound will confirm correct code entry.

Small Combatants

When creating a profile, enter "Jus Jus" as the profile name. All of the characters in the game will now be Ewok-sized.

STAR WARS EPISODE III: REVENGE OF THE SITH**Cheat Codes**

Select "Settings" at the main menu, then select "Codes" and enter any of the following cheats:

XUCPHRA—Infinite health
KAIBURR—Infinite Force energy
BELSAVIS—Fast Force energy and health regeneration
JAINA—All attacks and Force power upgrades
KORRIBAN—All story missions unlocked
NARSHADDAA—All bonus missions unlocked
TANTIVIEIV—All duel arenas unlocked
ZABRAK—All duels unlocked

COMLINK—All movie clips unlocked
 AAYLASECURA—All concept art unlocked
 NATHAN G—Turn all in-game text pink
 SUPERSABERS—Some characters get huge lightsabers in certain stages
 071779—Mini battle droids
 021282—Unlock all attack and Force power upgrades, all story missions, all bonus missions, all movie clips, all concept art, all duelists and all duel arenas

STATE OF EMERGENCY

Cheat Codes

Enter any of the following codes at any time during the game:
 Unlock Spanky—Right, Right, Right, Right, Y
 Unlock Freak—Right, Right, Right, Right, B
 Unlock Bull—Right, Right, Right, Right, A
 Invulnerable—White, Left Trigger, Black, Right Trigger, A
 Infinite time—White, Left Trigger, Black, Right Trigger, B
 Infinite ammo—White, Left Trigger, Black, Right Trigger, Y
 Punches decapitate—White, Left Trigger, Black, Right Trigger, X
 Big player—Black, Right Trigger, White, Left Trigger, Y
 Normal-size player—Black, Right Trigger, White, Left Trigger, B
 Little player—Black, Right Trigger, White, Left Trigger, A
 Looting on the rise—Black, White, Right Trigger, Left Trigger, Y
 Pistol—Left, Right, Down, White, Y
 Pepper Spray—Left, Right, Down, White, X
 Tazer—Left, Right, Down, White, B
 Tear Gas—Left, Right, Down, White, A
 Shotgun—Left, Right, Down, Left Trigger, Y
 Minigun—Left, Right, Down, Black, Y
 Grenade Launcher—Left, Right, Down, Black, X
 Flamethrower—Left, Right, Down, Black, B
 Rocket Launcher—Left, Right, Down, Black, A
 AK-47—Left, Right, Down, Right Trigger, Y
 Grenade—Left, Right, Down, Right Trigger, X
 M-16—Left, Right, Down, Right Trigger, B
 Molotov—Left, Right, Down, Right Trigger, A

SUPERMAN: THE MAN OF STEEL

Cheat Codes

At any time during the game, press **START** to pause and enter any of the following codes quickly. If you're fast enough, you'll hear the sound of an explosion to confirm each code:
 Unlock all levels and bonus items in Single Mission mode—Right Trigger, Black, Y, Black, Left Trigger, White
 Unlimited health—Black, White, Left Trigger, X, Left Trigger, White
 X-Ray graphics—Left Trigger, Left Trigger, Right Trigger, Left Trigger, Y, X, White, Black, White
 Freeze all movement—Right Trigger, Left Trigger, Black, White, Left Trigger, Y, Black, Right Trigger, White

SWAT: GLOBAL STRIKE TEAM

Unlock All Missions

Choose "Campaign" from the main menu and press **Up**, **Left Trigger**, **Down**, **Right Trigger**, **Left**, **Left Trigger**, **Right**, **Right Trigger**, **Up** at the Select Mission menu in Campaign mode or either of the Cooperative modes.

TENCHU: RETURN FROM DARKNESS

Paused Screen Cheats

At any time during the game, press **START** to pause, then enter any of the following codes at the Paused screen. (Note: Not all of the codes will work in Multiplayer mode.)
 Restore health—**Up**, **Down**, **Up**, **Down**, X, X, X
 Kuji meter +1—**Left**, **Left**, **Left**, **Right**, X
 Maximum Kuji Meter—**Hold Left Trigger** + **Right Trigger** and press **Left**, **Left**, **Right**, X
 Increase attack power—**Hold Right Trigger** + **White** and press **Up**, **Down**, **Up**, **Down**, then release **Right Trigger** + **White** and press X, X, X
 Show time and score—**Right**, **Right**, **Right**, **Left**
 Increase score by 100 points—**Hold White** + **Black** and press **Right**, **Right**, **Right**, **Left**
 Unlock All Characters
 At the title screen—while the words "Press Start Button" are flashing—**hold White** + **Black** and press **Up**, **Right**, **Left**, **Down**, then release **White** + **Black** and press **Left Trigger**, **Right Trigger**.

Unlock All Missions/Enemy Layouts

Enter the following codes at the Mission Select screen:
 Unlock all missions—**White**, **White**, **Left Trigger**, **Right Trigger**, **Right**, X, **Left Thumbstick**, **Right Thumbstick**
 Unlock all layouts—**Right Thumbstick**, **Left Thumbstick**, **Left Trigger**, **Right Trigger**, **White**, **Black**
 Item Screen Cheats
 Enter the following codes at the Items screen:

Increase number of available items—**Hold Left Trigger** + **Right Trigger** and press **Up**, **Up**, **Black**, **Down**, **Right**, X, X, X
 Unlock all hidden items—**Hold Left Trigger** + **Right Trigger** and press **Up**, **Down**, **Up**, **Down**, X, X, X, **Left**, **Right**, **Left**, **Right**, X, X, X
 Remove item carry limit—**Hold Left Trigger** + **Right Trigger** + **White** and press **Up**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right** then release **ONLY** the **White** button and press X, X, X

Bonus Mission

At the title screen—while the words "Press Start Button" are flashing—press **White**, **Up**, **Black**, **Down**, **Left Trigger**, **Right**, **Right Trigger**, **Left**: you'll hear a sound to confirm. Now press **START** and you'll find a new option at the main menu called "Through the Portal," a bonus mission for Rikimaru.

Alternate Dialogue

At the title screen—while the words "Press Start Button" are flashing—**hold Left Trigger** + **Right Trigger** and press **Down**, X, X, **Up**, X, X, **Left**, X, X, **Right**, X, X; you'll hear a sound to confirm. Now choose "Sound" from the Options menu; you'll find a new Language setting called "B-Side" that changes the character dialogue in Story mode.

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:
 Y X B B A X X—Invincibility
 X A Y Y Y A X B—Unlimited ammunition
 Y B A B A X Y X—All weapons (present)
 A A A X B X B—All weapons (future)
 X Y Y X B A A B—Unlock all levels
 B B B A X Y X Y—Unlock all exclusive movies
 B B B X B Y B B—Unlock all in-game movies
 A B A X B Y B—Unlock all stills
 B B B X B A Y A—Unlimited continues
 B B X X B A Y—T-X has 50% less HP in every fight
 B Y A A—Terminator has 50% less HP in every fight
 B X X X B A Y A—T-X has 50% more HP in every fight
 A Y A Y—Terminator has 50% more HP in every fight
 A B B B X Y A B—Unlock *Missile Command* in Special Features menu
 A B B X Y B A—Unlock *Centipede* in Special Features menu
 A B B X Y B X—Show T3 development team at loading screen

TERMINATOR 3: THE REDEMPTION

Cheat Codes

Highlight "Credits" at the main menu and enter any of the following codes. Note: You may not be able to have all three codes active at once.
 Invincibility—Press **B** + **Black** + **Right Trigger** simultaneously
 Unlock all levels—Press **B** + **Black** + **Y** simultaneously
 Unlock all upgrades—Press **B** + **Y** + **Left Trigger** simultaneously

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:
 T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
 T H E T E N N E S S E E K I D—Unlock Justin Timberlake
 9 1 t r e s t r—Unlock all Adidas sponsorship items for purchase
 c g t r 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase
 C L 4 5 e t u B—Unlock all Cleveland Golf sponsorship items for purchase
 l s f k a j f d—Unlock all Cobra sponsorship items for purchase
 F D G H 5 9 7 i—Unlock all Maxfli sponsorship items for purchase
 Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase
 U i t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase
 k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase
 R 4 5 3 D r t e—Unlock all PING sponsorship items for purchase
 c D s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S GHOST RECON 2

Cheat Codes

At any time during a single-player campaign, press **START** and select "In-Game Options" from the Start Menu. Now select "Enter Cheats" and enter any of the following codes:

B, B, X, A—Superman active (invincibility)

B, B, X, B—Team Superman active (team invincibility)

B, B, X, Y—Auto Win activated (complete current mission)

B, B, X, X—Replenish ammunition (can be entered multiple times)

TOM CLANCY'S RAINBOW SIX 3

BLACK ARROW

Invincibility

At any time during gameplay in any mode, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, B, A to become invincible to all attacks.

TOM CLANCY'S SPLINTER CELL

Level Select

Enter !LAMAUDITE! at the name entry screen; you'll begin the game with all levels unlocked.

TOM CLANCY'S SPLINTER CELL

CHAOS THEORY

Unlock All Levels

Start a new game and enter "COOPA22COOL" as your profile name. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
 s t r a i g h t e d g—Unlock "Perfect Rail" cheat
 l i k e p a u l i e—Unlock "Always Special" cheat
 4 w h e e l e r—Unlock Paulie Ryan
 b e d i z z y—Unlock Natas Kaupas
 s k u l l e—Unlock Nigel Beaverhausen
 n o v i t o—Unlock Phil Margera
 x t r a h e l p—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Shekler
 a c c e s s p a s s—Unlock all levels
 f r o n t r o w s e a t—Unlock movies

TOXIC GRIND

Cheat Codes

At the main menu, hold **Left Trigger** + **Right Trigger** and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.
 Unlock all levels—**Down**, **Up**, **Left**, **Left**, **Up**, **Right**, **Right**, **Left** Thumbstick
 Unlock all characters—**Left**, **Up**, **Down**, **Right**, **Up**, **Down**, **Up**, **Right**, **Left** Thumbstick
 Unlock all bikes—**Down**, **Up**, **Right**, **Right**, **Right**, **Right**, **Right**, **Left** Thumbstick
 Unlock all music—**Right**, **Right**, **Right**, **Right**, **Right**, **Right**, **Down**, **Left** Thumbstick
 Unlock all movies—**Right**, **Up**, **Down**, **Down**, **Up**, **Right**, **Down**, **Down**, **Left** Thumbstick

TRANSWORLD SNOWBOARDING

Cheat Codes

Enter any of the following codes at the "Cheats" screen within the Options menu:
 J O R M A—Unlock all boards for each character
 E L O K U V A T—Unlock all Reward videos
 P U K E A—Unlock alternate outfits for each character

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Up**, **Right**, **Down**, **Left**, **Up**, A. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Change Car Mass

While driving, press **START** to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.

Decrease car mass—**Down**, **Down**, **Down**, A

Increase car mass—**Up**, **Up**, **Up**, A

Unlock Snoop Dogg Missions

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Right Trigger**, **Left Trigger**, **Up**, **Right**, **Left**, **Down**, **Left** Thumbstick, **Right** Thumbstick, A, X. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L + R when selecting "OK" to

make the code work. You will hear a confirmation sound if entered correctly.

R O S A—Rosie Velasquez

H U R T M 3—Rosie in lingerie

F A T T—George

B 1 G 1—Chief Wanda Parks

F U Z Z—Officer Johnson

B 0 0 Z—Bum

S W A T—SWAT

M 1 K 3—Commando

T F A N—Gangster

P H A M—Butcher

M N K Y—Thug

B 0 0 B—Punker girl

M R F U—Asian gangster

H A R A—Asian worker

T A T S—Tattoo lady

P 1 M P—Pimp

B R U Z—Boxer

H A W G—Biker

J A S S—Donkey

J 1 M M—Zombie

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu.

S E L L O U T—Unlock level select

E M E R P U S—Unlock invincibility

S L L E W G H—Unlock invisibility

T E X A S—Unlock all weapons

M A D M A N—Unlock unlimited ammo

H E I D—Unlock big heads

Z O O—Play Zoo mode

TY THE TASMANIAN TIGER

Secret Codes

Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect after entering a correct code.

All items are marked with vertical lines—**White**, **Black**, **White**, **Black**, Y, Y, B, X, B, **Right Trigger**, **Right Trigger**

Obtain Kaboomarang, Doomarang, Megarang, Zoomarang, Infrarang, Multirang and Chrono-rang—**White**, **Black**, **White**, **Black**, Y, Y, Y, X, Y, X

Obtain Frostrang, Flamerang, Zapparang and Aquarang—**White**, **Black**, **White**, **Black**, Y, Y, X, X, Y, X

UNREAL CHAMPIONSHIP 2

THE LIANDRI CONFLICT

Cheat Menu

At any time during gameplay, hold **Right Trigger** + **Left Trigger** and press the **White** button. A cheat menu will appear, allowing you to adjust various in-game settings.

WWE WRESTLEMANIA XX1

Cheat Code

At the main menu, enter the following code to unlock all items in the WWE Shop: Press **Left Trigger** + **Right Trigger** simultaneously, then press **White** + **Black** simultaneously, then hold A + B + X + Y and press **START**. Note that after you play a match, the shop will return to its former state and you'll have to enter the code again.

X-MEN: NEXT DIMENSION

Unlock Characters & Costumes

At the main menu, hold the **Left Trigger** and press **Right**, **Right**, **Left**, **Left**, **Down**, B. A special message will appear telling you that you have unlocked 10 characters and three new costume sets for 25 characters.

X2: WOLVERINE'S REVENGE

Cheat Codes

Enter the following codes at the main menu:
 Unlock "Cheats" option at the Paused menu—X, X, **Left Trigger**, **Left Trigger**, **Left Trigger**, **Left Trigger**, X, X, **Left Trigger**
 Level Select/Unlock Challenges—X, **Left Trigger**, X, **Left Trigger**, X, **Left Trigger**, **Left Trigger**, **Right Trigger**

Unlock all costumes—X, **Left Trigger**, X, **Left Trigger**, X, X, **Left Trigger**, **Right Trigger**
 Unlock all Cerebro files and movies—X, **Left Trigger**, X, **Left Trigger**, X, X, **Right Trigger**, **Left Trigger**

YU-GI-OH!: THE DAWN OF DESTINY

Rare Cards

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each deck. After you have entered the code, select "Build Deck" to locate the rare card within your deck.
 K O N A M I—Cosmo Queen
 H E A R T O F C A R D S—Tri-Horned Dragon
 X B O X—Zera the Mant



Game Boy Advance tips

ANIMAL SNAP

Mini-Game

At the title menu, hold the L button and press Up, Down, Left, Right, Right, Left, Down, Up. A new "Block Blaster" option will appear, allowing you to play the mini-game at any time.

ATV: QUAD POWER RACING

Unlock Everything

At the main menu, select "Options," then select "Password." Next, press Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A.

BOKTAI 2: SOLAR BOY DJANGO

Boktai Passwords

Enter the following Boktai passwords to start a game with different Boktai Titles:

0C+c-j21 2p8q0:Z
5#7lmmCw N#i+3+Mc—Berserker
>tZ>>Yg. ?gLLDX+3
Zwm-^zmn CwNKQmJ:—Bishop
NM?sdMJz !LNND8+3
Zwm-^zmn CwN#lmJ:—King
NzWQndfK FIK8#w#1
/8j48znC wN#lmJ:M—Queen
NS#fj4L 1-^gMs7G
5#Mv8yCw N#wj:Mc—Solar Boy
h9bfcgX +>@Hf3>-
9Sm^0smm nCw86jMj—Dark Boy
DF74Lj@p + - 7yTsk
4+dlmmCw N#lmJ:Mc—Rook
X5zw6j>h MY^ggj:Z
5#7lmmCw N#wj+Mc—Gunmaster
N0#7j@B -F.q::Z
5#7lmmCw N#wj+Mc—Trigger of Sol

CT SPECIAL FORCES

Special Passwords

The following passwords will give you the option to choose between Stealth Owl and the secret character, Raptor.

0 2 0 2—Snow Covered Mountains

1 4 0 7—The Arid Desert
2 7 0 4—The Hostile Jungle
0 1 0 8—The Forbidden City

DOUBLE DRAGON ADVANCE

Cheat Codes

Choose "Options" from the main menu and enter the following codes at the Options screen: Unlock sound test—Hold the SELECT button and press R, L, R, L
Unlock "Expert" difficulty setting—Hold the SELECT button and press Up, Up, Down, Down, Left, Right, Left, Right
Allow up to 10 credits—Hold the SELECT button and press L, R, Down, L, R, Down, L, R, Right

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermillion

At the name entry screen, select "Entry," then enter your name as "T&T." Next, start any game under that name. When you reach the machine selection screen, press L, R, START, R, L, SELECT. A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

FINDING NEMO

Cheat Password

M 6 H M—Unlock all levels and gallery pictures

GRAND THEFT AUTO

Stage Select

At the main menu, press Left, Right, Up, Down, L, R (you'll hear a chime), then hold the START button and press A. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press B at the main menu to view the game's credits.

Cheat Codes

At any time during the game, hold A + B and press START; you'll hear a signal and the words "Cheat Mode On" will appear on the screen,

and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused):
Left, Right, Up, Down, B, B—Max. health
Left, Right, Up, Down, A, L—Max. armor
Left, Right, Up, Down, A, A—All weapons
Left, Right, Up, Down, R, A—"Wanted" level +1
Left, Right, Up, Down, A, R—"Wanted" level -1
Left, Right, Up, Down, R, R—Toggle max. "Wanted" level/zero "Wanted" level

GUNDAM SEED: BATTLE ASSAULT

Password

W L J K 7 S D 0 S—Unlock all Mobile Suits and Very Hard difficulty setting

HOT WHEELS VELOCITY X

Passwords

496-93-993—Unlock all cars
723-83-462—Unlock everything

THE INCREDIBLES

Level Select

Enter the password "Y C P 6." You'll be sent back to the main menu, where you'll see some numbers in the lower right corner of the screen. Use the L and R buttons to change the number to that of the level where you wish to begin.

JUSTICE LEAGUE: INJUSTICE FOR ALL

Cheat Codes

Choose "New Game" from the main menu, then enter any of the following codes at the "Enter Name" screen:
S A M I B E—Start with 99 lives
S A M I W A S—Unlock all missions
S A M I A M—Enemies' attacks don't touch you. Note that you can't combine the effects of all the codes; you must use only one at a time. However, if you simply press START during the game to pause, then highlight the "Resume"

option and press SELECT, you will have the benefits of the "Enemies attacks don't touch you" code, even if you haven't entered any of the above codes.

KARNAAJ RALLY

Cheat Codes

Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options:
L I G A—Unlock Level 2 tracks and vehicles, start with \$2,000 cash
L I G A - I I—Unlock Level 3 tracks and vehicles, start with \$3,000 cash
L I G A - I I I—Unlock Level 4 tracks and vehicles, start with \$4,000 cash
I D R U L E Z—Unlock all tracks and vehicles + bonus race in Career mode
L E P P A—Play as Mr. Leppa

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes:
Powerful blasters—Down, Down, Left, Right, Down, L
Speed boost—Right, Right, Down, Up, Right, L
Get coins—L, L, L, Right, Left, R, R, R
Get a Repair Robot—Down, Down, Down, Down, L, Right, Down, Right, L
Play as General Grievous—START, START, Down, Down, Down, Down, Down, Down
Play as C-3PO—START, START, Left, Down, Right, Up, Right, Right
Play as R2-D2—START, START, Up, Up, Up, Up, Up, Up
Play as Jar Jar Binks—START, START, Down, Left, Right, Down, Left, Right
Play as a Geonosian (with wings)—START, START, Right, Down, Right, Down, Left, Up
Play as a Battle Droid—START, START, Left, Down, Down, Down, Down, Right

RIVIERA: THE PROMISED LAND Relationship Chart

The following chart identifies significant moments when Ein's choices will affect the other character's moods. When there are multiple arrows, it means that the character's mood is affected more than once by the same action, based on events that occur immediately following. Note that the events are not necessarily listed in the order you might encounter them.

Elendia Appreciation Chart

Area	Event	Choice/Action	Change
1	Fia's Room	Ein's first talk with Fia (after Chapter 1)	Hey, Fia. Fia ▲▲ Hey, Chia. Fia ▼▼ What was your name? None
2	Lina's Room	Ein's first talk with Lina (after Chapter 2)	I'm still dizzy... Lina ▼▼ Yes, thanks for asking. Lina ▲▲▲ Where's the other girl? None
3	Grove of Repose	Ein's first talk with Serene (after Chapter 3)	Yeah, it is. None Is it? Serene ▼ How about Rosalina? Serene ▲▲
4	Magic Guild	Ein's first talk with Cierra (after Chapter 4)	Wanna study together? Cierra ▲▲ Is magic fun? None Whatever... Cierra ▼

Chapter 2 Appreciation Chart

Area	Event	Choice/Action	Change
1	2-1	After you pick herbs, Lina will ask, "What's a potion?"	It heals you. Lina ▲ I don't know. None
2	2-1	Lina finds a dagger.	It's broken. Lina ▼ Nice find! Lina ▲
3	2-2	Ein expresses concerns about the expedition.	Maybe we shouldn't... Lina, Fia ▼ Still... Lina, Fia ▼ Alright... None I have a bad feeling... Lina, Fia ▼ But... Lina, Fia ▼ Alright... None
4	2-3	Ein's first impression of the castle.	Let's go. Lina, Fia ▲ It's amazing. Fia ▼ I sense demons. Fia ▲▲ Lina ▼
5	2-3	Failing to hide from the guard.	Are you okay? Lina, Fia ▲ You sure are clumsy. Lina, Fia ▼

6	2-3	Hiding, but Lina's about to sneeze.	Pass the AT Fia ▲
7	2-3	There's something in the tree...	What should I do? Lina ▲ Forget it. Lina ▼
8	2-3	After shaking the tree, a fruit will drop.	Give it to Lina. Lina ▲ Eat it. Lina ▼
9	2-3	Use Fia as a decoy...	Pass the AT Lina, Fia ▲ Fail the AT Lina, Fia ▼
10	2-3	Use Lina as a decoy...	Pass the AT Lina, Fia ▲ Fail the AT Lina, Fia ▼
11	2-3	After being blown away by Jet Black Wind, and meeting up with the one who got separated.	Worry about Lina (or Fia) Lina (or Fia) ▲▲ Glad everyone's together Lina, Fia ▲
12	2-4	Have Fia purify the bones.	Pass the AT Fia ▲
13	2-4	After defeating Jet Black Wind, and trying to throw a rock at the flying bats.	Pass the AT Lina ▼ Fail the AT Lina ▼
14	2-5	After being blown away by Jet Black Wind, check up on Lina (or Fia).	Talk to Lina (or Fia) Lina (or Fia) ▲
15	2-5	Vampire threatens a spanking.	You're on your own, Lina! Lina ▼ You're too old for that. None
16	2-5	The treasure chest beyond the vampire.	Don't open it. None Make it a good one. Lina ▲
17	2-7	Heard a noise, but what was it?	A Scream Lina ▼ The Wind Lina ▼ Metal Lina ▲
18	2-7	When bringing water to flowers, Lina trips.	Catch her and pass the AT Lina ▲
19	2-9	Open the coffin with the Sacred Sword. Give it to...	Ein Fia ▼ Lina Fia ▼ Fia Fia ▲ No one None
20	2-9	Open the coffin with the Thunder Bow. Give it to...	Ein Lina ▼ Lina Lina ▲ Fia Lina ▼ No one None

Chapter 3 Appreciation Chart

Area	Event	Choice/Action	Change
1	3-1	A squirrel! It's so cute!	Is it? None That's a squirrel? None Not as cute as you are, Lina. Serene ▼▼▼ Lina ▲

Play as a Destroyer Droid—START, START, Left, Up, Right, Down, Right, Up
 Play as Droid on a Hoversled—START, START, Down, Up, Down, Up, Down, Up
 Play as a Droid—START, START, Down, Right, Left, Down, Right, Left
 Play as a Repair Droid—START, START, Up, Up, Up, Down, Down, Down
 Play as R4-P17—START, START, Up, Down, Up, Down, Up, Down
 Black light saber, force and blaster fire—L, L, R, START
 Blue light saber, force and blaster fire—R, R, R, START
 Green light saber, force and blaster fire—R, L, R, START
 Purple light saber, force and blaster fire—L, R, L, START
 Red light saber, force and blaster fire—L, R, R, START
 Yellow light saber, force and blaster fire—R, R, L, START
 Strange colors—L, L, L, Left, Left, R, R, Right, Right, Down, Down, Down, SELECT
 Sheep mode—L, R, L, Down, Up, R, R, Right, Left, Down, Right, Right, SELECT
 View all cutscenes—R, L, R, R, Down, Down, Up, Down, Down, SELECT
 View a random Yoda quote—Down, L, R, SELECT

MR. DRILLER 2
 Cheat Code
 Start a game in Mission Driller mode, then pause the game and press Down, SELECT, Up, Down, L, R, Down, Up, R, L, Up, A to earn 10 lives.

NICKTOONS RACING
 Cheat Code
 At the main menu, hold the R button and quickly enter the following code: START, SELECT, L, SELECT, START. You'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

OPERATION: ARMORED LIBERTY
 Passwords
 B K F S Z W—Mission 2
 D F F S K Z—Mission 3
 S K X S Z P—Mission 4
 Q K F S Z B—Mission 5
 X K F S J Z—Mission 6
 B K F J Z C—Mission 7

D Y F S Z J—Mission 8
 V K F S Z Q—Mission 9
 S K F S P Z—Mission 10

THE PINBALL OF THE DEAD
 Passwords
 Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press R at the Options menu to view the Sound Test, Movie Test and View Ending options.
 ! O P N S N D T 3 S T !—Unlock Sound Test
 M O V 1 3 P L 3 S 3 N T !—Unlock Movie Test
 S H O W M 3 3 N D 1 N G !—Unlock View Ending
 D O N T N 3 3 D M O N 3 Y—Unlock Boss Mode at Game Start menu

PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL
 Cheat Passwords
 Choose "Continue Game" from the main menu, then enter any of the following cheat codes:
 1 M M O R T 4 L—Infinite lives
 B V L L 1 T Z—Infinite bullets/cannonballs
 G O O D 1 3 S—Start with pistol, sabre and triple cannons
 S H 3 3 P—Soldiers and pirates turn into explosive sheep as soon as they see Jack
 G 3 N 1 V S—More aggressive enemies
 C R 3 D 1 T S—See the game's credits
 L 1 T T L V N—See a picture of a baby

POPEYE: RUSH FOR SPINACH
 Password
 From the main menu, enter the door marked "Options" and enter the following password: F 4 B G * X T 5—100% completion

RAMPAGE PUZZLE ATTACK
 Password
 G J P P N L P T N Q—All stages and characters

RIVER CITY RANSOM EX
 Cheat Codes
 Press the START button to pause the game, then select "Status." At the Status screen, select "Name" and change your characters name to any of the following names to activate the desired cheat:
 D A M A X—All abilities maxed out
 P L A Y A—Earn \$999,999.99 instantly
 F U Z Z Y—Enable Mach Punch, Dragon Kick, Acro Circus, Grand Slam, Javelin Man, Slick Trick, Nitro Port, Twin Kick, Deadly Shot, Top Spin, Helicopter and Torpedo techniques

W U Z Z Y—Enable Slap Happy, Pulper, Headbutt, Kickstand, Big Bang, Wheel Throw, Glide Chop, Head Bomb, Chain Chump, Jet Kick, Shuriken and Flip Throw techniques
 W A Z Z A—Enable Boomerang, Charge It, Bat Fang, Flying Kick, Speed Drop, Bomb Blow, Killer Kick, Bike Kick, Slam Punk, Dragon Knee, God Fist and Hyperguard techniques
 B E A R—Enable PhoenixWing, Inlines, Springlines, Rocketeers, Air Merc's, Narciso's, Magic Pants, Pandora Box, Skaterz and Custom Fit at the Techniques menu
 X T R A 0—Add Custom Char to Item menu
 X T R A 1—Add Custom Self to Item menu
 X T R A 2—Add Custom Move to Item menu
 E R A Z E—Erase all saved character data

ROBOTEC: THE MACROSS SAGA
 Cheat Codes
 Enter these codes at the title screen, while the words "Press Start" are flashing:
 Unlock all missions—Up, Down, Up, Down, L1, R1, L1, R1
 Infinite lives—Right, Right, Right, Up, L1, L1
 Maximum upgrades—Up, Right, Down, Left, R1, L1, L1, L1
 All characters—Down, Down, Down, Down, Down, R1, R1

SPACE INVADERS
 Cheat Codes
 Enter the following codes at the title screen, while the words "Press Start" are flashing:
 Access cheat menu (stage select/permanent shield)—B, A, SELECT, SELECT, B, A, Left, Left
 Invincibility in Classic mode—Left, A, SELECT, SELECT, Up, Up
 Unlock Maniacal skill level—B, A, Down, B, A, Down, B, Up, SELECT

SUPER ARMY WAR
 Passwords
 Choose "Code" from the main menu, then enter any of the following codes:
 1 2 2 8 4 6—Unlock all battle campaigns
 4 4 4 4 4 2—Change all vehicles to modern military vehicles

TRON 2.0: KILLER APP
 Cheat Codes
 At the title screen—when the words "PRESS START" are flashing—enter any of the following codes. You'll hear a sound to confirm each code.
 Unlock all mini-games—Left, Left, Left, Left, Up, Right, Down, Down, SELECT

Unlock all Battle Mode maps—Up, Down, Up, Down, Up, Down, Up, Left, SELECT
 Unlock all Chips—Right, Right, Left, Left, Left, Right, Right, Up, SELECT (note: this code also enables the "Cheats" option at the pause menu)

URBAN YETI!
 Passwords
 Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three credits:
 F O R E W O R D—Level 1: Industrial Island
 H A M S T E A K—Mini-Game: Soup Kitchen Manager
 N I T E T I M E—Level 1: Industrial Island (Part 2)
 V E N G E F U L—Level 2: The City
 P I N G P O N G—Mini-Game: Discus Tournament
 D U M P S T E R—Level 3: The City
 Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun
 C I T I Z E N S—Level 4: The Suburbs
 P R O V I D E R—Mini-Game: Yeti Chicken Rancher
 T O N Y G O L D—Secret cheat menu
 B S W S B S W S—Weird screen

WARIO LAND 4
 Karaoke Mode
 Enter the Sound Room, then press Up + START + SELECT + L + R. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:
 Tap Up repeatedly—Raise pitch
 Tap Down repeatedly—Lower pitch
 Tap Left repeatedly—Slow down
 Tap Right repeatedly—Speed up
 Press L or R—Toggle vocals on/off

X2: WOLVERINE'S REVENGE
 Cheat Codes
 At the "Select Slot" screen, hold the L button and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly.
 Invincibility—Down, Up, Down, Down, Up, Down, SELECT
 100 lives—Right, Right, Right, Right, Right, Right, Right
 Unlock all power-ups—Right, Left, Right, Left, Right, Left, Right
 Health recovers when claws are extended—Right, Up, Down, Right, Left, SELECT, SELECT

2 3-1	Treasure chest in swamp	Have Lina go	None
		Sorry.	Lina ▼
		Did you gain weight?	Lina ▼
		There's mud on you.	Lina ▼
		Have Serene go	None
		Thanks.	Serene ▲
		Next, can you...?	Serene ▼
		Wings come in handy.	Serene ▲
3 3-1	Big Mushroom	You better not.	Lina ▼
		Just a small piece.	Lina ▲
4 3-1	Lost Woods—Aran Doll	Discard	Cierra ▼▼▼▲
		Keep	Others ▲▲
			Cierra ▲▲▲▲
			Others ▼▼
5 3-2	Serene trips on a root. "You must be..."	...tired; let's rest.	Serene ▲
		...clumsy, like Lina.	Serene, Lina ▼
		...getting old.	Serene ▼
6 3-2	Sneaking past the Sleeping Beast.	Watch your step, Serene.	Serene ▲
		Serene, you klutz!	Serene ▼
		Look out, Fia.	Fia ▲
7 3-3	Work together and pull out the root?	Pull	None
		Don't pull	Serene ▼
8 3-3	You can tell if a treasure is booby-trapped?	It's just a hunch.	None
		Something smells funny.	None
		Not really.	Lina ▼▼▼
			Serene ▲
9 3-3	Cierra unseals the chest.	You could be a thief!	Cierra ▼
		That's incredible!	Cierra ▲
		Can you teach me?	None
10 3-3	Bullied demon.	Save him	Everyone ▲
		Watch	None
11 3-3	Get the Shiny Object; pass the AT	Give to Cierra	Cierra ▲
		Return to Serene	Serene ▲
		It's your treasure.	Serene ▲▲
		It was luck.	Serene ▲
		Can I have it?	None
		Give to Lina	Lina ▲
		Give to Fia	Fia ▲
12 3-3	Fail to get the Shiny Object	I'm fine.	None
		Not really.	None
		Thanks, Fia	Fia ▲
		Serene, could you...?	Serene ▲
13 3-3	An injured Harpie...	Spare	Everyone ▲
14 3-3	Harpie's gift	I accept.	Cierra ▲
		I can't accept it.	None

		Get out of here, demon!	Cierra ▼
		We'd rather have food.	Lina ▲
		I think Cierra's right.	None
15 3-4	Meeting the Scarlet Witch	Don't worry, you're soft.	Cierra ▲▲▲
			Others ▼
			Everyone ▼
16 3-5	Fail to break the egg; Fail the AT. "What are you doing?"	I'm trying to break it.	None
		Making a wish.	None
		Strength	None
		Knowledge	None
		Serene's sake.	Serene ▲▲
		To find Gateau.	Cierra ▲
		To fly.	None
		Oh, nothing.	None
17 3-5	Fruit in the tree...	Good eyes.	Lina ▲
18 3-5	Who should go get the fruit?	Lina	Lina ▲
		Serene	Serene ▲
		Are you all right?	Serene ▲
		Where's the fruit?	None
		How's your butt?	Serene ▼▼
		An enemy was hiding	None
19 3-5	Break through the crack in the wall	Pass the AT in one try.	Everyone ▲
20 3-5	"What are hyphae?"	Fungi filaments.	None
		Hold on, kiddo.	Lina ▼
		It's sweet!	Fia, Lina ▼
		Don't ask me.	None
		It is cute, isn't it.	None
		Not as cute as Lina.	Lina ▲
		Not as cute as Fia.	Fia ▲▲
			Serene, Lina ▼
		A squirrel?	Fia ▼
		A demon?	Serene ▼
22 3-6	Catch the squirrel, Pass the AT.	Give it to Cierra	None
		Give it to Serene	None
		Give it to Lina	Lina ▲
		Give it to Fia	Fia ▲
		Release	Cierra ▲
		That's not fair.	Serene ▼
23 3-6	Cierra trips and Ein fails to catch her.		
		Fail the AT	
24 3-6	Look at the Shining Branch. A Mana Wisp...	Be careful, everyone	None
		Ask Cierra	Cierra ▲
		Ask Serene	Serene ▲
		Ask Lina	Lina ▲
		Ask Fia	Fia ▲
		Leave it	None



Nintendo DS tips

FEEL THE MAGIC: XY/XX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20

Disappearing Bikini

Select "Option" from the main menu, then select the Japanese setting. Exit to the main menu and you'll find that the bikini has been removed from the female silhouette.

Sample Your Voice

Press **Down + Y** at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press **Down + X** to trigger the recording on command, press **Down/Left + X** to play it at a slower speed or press **Down/Right + X** to speed it up.

PING PALS

Special Holiday Items

Change the date at the DS Clock menu to the date indicated to unlock the corresponding item in the Shop:

Birthday hat—Play on the date that you specified as your birthday in the DS User menu

Valentine (boy)—Play on February 14th

Valentine (girl)—Play on February 14th

Snowflake sweater—Play on March 17th

Bat Treats—Play on October 31st

Jack hat—Play on October 31st

Succubus—Play on October 31st

Elf skirt—Play on December 25th

Jolly suit—Play on December 25th

Merry cap—Play on December 25th

"Miss" Month—Play on the 1st of the month

"Mr." Month—Play on the 15th of the month

Unlock *Shantae Background*

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/THQ" button (to load the game) at that exact second. When the game starts, check the item shop to find the *Shantae Background* available for sale.

PUYO POP FEVER

Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold the X button and press **Up, Down, Left, Right**. You'll hear a sound to confirm; now all of the cutscenes and the voice samples for all characters will be unlocked.

Endless *Puyo Pop Character Select/Pattern Change*

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press **Up, Down, X, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.

Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press **X, Down, Up, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.

Classic Pattern

If you hold the X button down while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

Stronger Computer Players

Everybody Puyo POP Cheat

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold **L + R** and press **SELECT**.

Computer Control

In any game mode with a handicap option before the match, if you hold the **SELECT** button down while choosing your handicap, the computer will control your character.

Bonus Pictures

If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

Microphone Tricks

• If you blow into the DS microphone during the instructional demo, the characters on the bottom screen will turn around to look at you.

• If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind; blow hard and he or she will be blown away.

• If you blow into the DS microphone during a match, your character will speak.

• If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear; after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.

Secret Mini-Game

If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice). Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves

If you play *Spider-Man 2: Mysterio's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

RIVIERA: THE PROMISED LAND Relationship Chart (continued)

25	3-7	Ein warns Lina not to trip on the ivy. "Lina's not a kid!"	Oh, really?	Lina ▼▼
			How old are you?	None
			Yeah, yeah...	Lina ▼
			I'm sorry.	None
26	3-7	Lina's song lyrics about the Wyrms Eggs.	Yeah, they are.	Lina ▼
			Are they?	None
			It's a famous song.	None
27	3-9	Look at the Golden Egg—don't touch it.	Is it really an egg?	None
			It's beautiful.	Fia ▲
			It looks delicious.	Lina ▲
28	3-9	Search underneath the White Butterflies.	Serene! Lina!	Serene, Lina ▼
			Where are they going?	None
			Did something happen?	None
29	3-9	Catch the White Butterflies.	Actually, I was.	Lina ▲
			I want to take one home.	None
			I just feel like it.	Fia ▼
30	3-9	Watch your step, kid.	You, Lina.	Lina ▼
			She means Cierra.	None
			I'm not a kid.	None

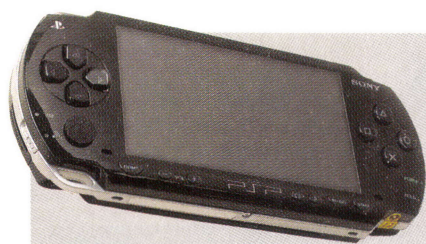
Chapter 4 Appreciation Chart

Area	Event	Choice/Action	Change
1	4-2	Catch the fish; Pass the AT (Have a Rod and Grasshopper but no Pouch.)	Free it Leave it
			Lina ▲ Lina ▼
2	4-2	Snaaaaaake!	Pass the AT Fail the AT
			Everyone ▲ Everyone ▼
3	4-3	Who should step on the red panel?	I don't know. Cierra Fia Serene Lina Rose
			None Cierra ▼▼ Fia ▼▼ Serene ▼ Lina ▼ None
4	4-3	If you chose Lina or Rose in the previous choice...	Cierra Fia Serene Lina Rose
			Cierra ▼ Fia ▼ Serene ▼ Lina ▼ None
5	4-3	Search the shimmering light using Cierra's plan.	For Against
			Cierra ▲ Cierra ▼

6	4-3	An Undine is being attacked?	Save Ignore
			Everyone ▲ Everyone ▼
7	4-4	Cursed sword	Take it Ask Fia
			Fia ▼ Fia ▲
8	4-4	Battle Lion statue	Put hand in (blessed) Put hand in (unlucky) Put Rose in
			Everyone ▲ None Cierra ▼▼
9	4-5	Throw a rock in the dark window, then slash the bat.	Pass the AT Fail the AT
			Lina ▼▼▼ Lina ▼
10	4-6	Message bottle	Open Don't open
			Fia ▼ Fia ▲
11	4-7	Forgive the demons?	Of course. I can't.
			Everyone ▲ None
12	4-9	Angel Statue (thigh)	Look at it
			Everyone ▼
13	4-9	Angel Statue (rear)	Look at it
			Everyone ▼
14	4-9	Angel Statue (bust)	Look at it
			Lina, Serene ▼
15	4-9	Angel Gem in statue's forehead	Cierra Serene Lina Fia Rose No one
			Cierra ▲▲ Serene ▲▲ Lina ▲▲ Fia ▲▲ None None
16	4-9	Giant Book—room to take only one page.	Lina's Fia's Cierra's Serene's Ein's No one's
			Lina ▲▲▲ Fia ▼ Fia ▲▲ Lina ▼ Cierra ▲▲ Fia ▼ Serene ▲ None None

Chapter 5 Appreciation Chart

Area	Event	Choice/Action	Change
1	5-1	Lina's backpack is stolen.	Did you lose it? Did someone steal it?
			Lina ▼ None
		Give it back, Serene.	Serene ▼
2	5-1	Fia senses being watched.	Yeah, me too. It's just you.
			Fia ▲ Fia ▼
3	5-1	The thief asks you to spare him and he'll return Lina's backpack.	Oh, you noticed? Refuse Accept
			Fia ▲ Serene ▼ Serene ▲ Lina ▲
4	5-1	Going down the well (with rope).	That piece of junk? Secure Rope Jump Rope Wait
			None None Lina ▲ Fia ▼ None



PSP tips



ATV OFFROAD FURY: BLAZIN' TRAILS

Cheat Passwords

Select "Options" from the main menu, then select "Player Profile." Now scroll down to the "Enter Cheat" option and enter any of the following codes. Note the spaces in some of the codes. Also note the lowercase letters in the first code, and the number zero in the fifth code.

All ACCESS—Unlock everything except the Fury bike
BILLBOARDS—Unlock all music videos
DUBS—Unlock all tires
DUDS—Unlock all rider gear
NOGAME—Unlock all events
SMOG TEST—Unlock all exhausts
TO LAZY—Unlock all ATVs except the G-Ride or Fury bike
TRICK IT OUT—Unlock all bike parts
\$MONEYBAGS—Earn 1500 credits
+THREE—Unlock Ravage Talon ATVs

DARKSTALKERS CHRONICLE

THE CHAOS TOWER

Unlock EX Options

At the main menu, highlight "Options," hold the L button and press X. Continue to hold the L button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.

Secret Characters

Enter the following codes to reveal secret characters at the character-select screen in Arcade mode:

Oboro Bishamon—Highlight Bishamon, hold the START button and press any Punch or Kick button

Shadow—Highlight the "?" box, press the START button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match.)

Marionette—Highlight the "?" box, press the START button seven times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent.)

Alternate Stage Colors

At the Stage Select screen in Network or Training mode, highlight the name of any stage, hold the START button and press any Punch or Kick button to play in an alternate version of that stage with different colors.

GRETZKY NHL

Cheat Codes

Choose "Gretzky Challenge" from the main menu, then select "Unlockables." When the Unlockables menu appears, press the START button to access the code entry screen and enter any of the following codes. Be sure to include the space characters exactly as they appear below:

MARKETING PLOY—Unlock all alternate uniforms
OLD N BUSTED—Unlock all vintage uniforms
CLONED IN BRANTFORD—Unlock all Wayne Gretzkys in the free agent pool
ROBO CHECKS—Unlock RoboEnforcer Model-44 in the free agent pool
THREAD THE NEEDLE—Unlock Perfect Aim Mode option
SHOENLOC—Unlock all unlockable items
CANADIAN DOLLAR—Earn one Gretzky point

METAL GEAR ACID

Passwords

Select "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

je h u t y—#184 Jehuty
k a r e n—#182 Karen Hojo
m i k a—#178 Mika Slayton
v i p e r—#173 Viper
x m e i g h t—#199 XM8

NFL STREET 2: UNLEASHED

Cheat Codes

Choose "Options" from the main menu, select "Cheats & Codes" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly. Note that the codes can be enabled and disabled at the Cheats & Codes screen after entry.

W A E F S C T—Unlock AFC West All-Stars
E A A S F S C T—Unlock AFC East All-Stars
N A O F R C T H—Unlock AFC North All-Stars
S A O F U C T H—Unlock AFC South All-Stars
E N A S F S C T—Unlock NFC West All-Stars
N N O F R C T H—Unlock NFC East All-Stars
N N A S 6 6 7 8 4—Unlock NFC North All-Stars
S N O F U C T H—Unlock NFC South All-Stars
s t r 2 m k r y z—Unlock Legends Team and Gridiron

T e a m X z i b i t—Unlock Team Xzibit

R e e b o k—Unlock Team Reebok

E A F i e l d—Unlock EA Field

N o z b o o s t—Unlimited Turbo

T r i c k 3 d O u t—All Chains Mode

Note: The remaining codes will only work in Single Player Quick Game Mode:

G r e a s e d P i g—Fumble mode

G l u e H a n d s—No Fumble mode

N o C h a i n s—No Chains mode

F i r s t F i r s t—10-yard first downs

I l x G B C r a z—2x GameBreaker

X x G B C r a z—10x GameBreaker

S h r u n k e n—Tiny players

B I G S m a s h—Gargantuan players

B I G P i g—Big ball mode

R u i n e d P i c n i c—Ants mode

B l o o m i n g G r o u p—No textures

G o t t a B D S h o e s—Max. Speed

M a g n e t H a n d s—Max. Catch

B l a s t A t t a c k l e—Max Tackle

C e m e n t S h o e s—Weak jumping and O-moves

S i g h s M a t t e r s—Random size

SPIDER-MAN 2

Cheat Passwords

Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes:

N E R G E T S—Invincibility
F I L L M E U P—Infinite webbing
M Y H E R O—Unlock all special moves
W A R P U L O N—Unlock all levels
P O P P Y C O R N—Unlock all movies
S H U T T—Unlock all production art
F R Z F R A M E—Unlock storyboard viewer
S P I D E Y M A N—Tiny Spider-Man
H E A V Y H E A D—Spidey has a big head and feet
B A H L O N I E—Enemies have big heads and feet

TONY HAWK'S UNDERGROUND 2: REMIX

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. You will hear a swooshing sound each time you enter a code correctly.

t i g h t r o p e—Unlock Perfect Rail cheat at the in-game Cheats menu
b i r d m a n—Unlock THPS1 Tony Hawk in Secret Skaters

TWISTED METAL: HEAD-ON

Cheat Codes

Enter any of the following codes during gameplay (not while paused). A confirmation message will appear each time you enter a code correctly. Entering the same code again will disable the code in most cases.

Invulnerable—Right, Left, Down, Up, L + R
Killer weapons—X, X, Up, Up, L + R
Infinite weapons—△, △, Down, Down, L + R
Mega guns—X, △, X, △, L + R
Exchange weapons for health—△, X, □, ○, L + R

5	5-1	Going down the well (without rope).
6	5-2	Rope breaks and Cierra falls.
7	5-2	Search the Glowing Rock. It is Light Moss.
8	5-2	Search the surroundings and Lina says it's dark.
9	5-2	Search the chest and Serene will throw it, turning off the light.
10	5-2	After lights turn back on, ask Serene to throw the chest again.
11	5-3	Search the Strange Flower and Touch It.
12	5-3	Search the ceiling. Vampire?
13	5-4	Try to wade across the lake.
14	5-4	Open the chest without having the Thief Manual.
15	5-5	Open the Fang Seal.
16	5-5	Pound in the stake.
17	5-5	Don't pound the stake.
18	5-6	Don't pick up the book and re-check.
19	5-6	Search the chest.
20	5-8	Serene suggests cutting down the Venoma.

Jump	None
Grab Serene	Serene ▼
Don't jump	None
The rope was too old.	Cierra ▼ Everyone ▼
Are you okay?	Cierra ▲
Let's move on.	None
Take	None
Eat	Cierra ▼
Leave	None
Serene!	Serene ▼
Hm...	None
See anything, Rose?	None
Feel Around	Fia, Serene, Cierra ▼
Ask Cierra	None
Only you can do it.	Serene ▲
Okay, Lina then.	Lina ▲
Surprise Attack	Serene ▲ Everyone ▲
Ask Cierra	Cierra ▲
Ask Serene	Serene ▲
You tricked us!	Serene ▼▼
So your wings...	Serene, Fia ▼
I believe in Serene.	Serene ▲▲
Pass the AT	None
Fail the AT	Serene ▼
We aren't thieves.	None
Wasn't Serene a thief?	Serene ▼
Let's go!	Lina ▲
Let's be careful.	Fia ▲
You first, Cierra.	Cierra, Serene ▼
Pass the AT	Serene, Lina ▲
Fail the AT	None
You, Serene.	Serene ▲
Flying.	Serene ▲
The Accursed.	None
He must've liked books.	Fia ▲
It's a magic book.	Cierra ▲
Maybe it's a dirty book.	Serene ▼
Open	Fia ▼ Lina ▲
Don't open	Fia ▲ Lina ▼
You're right.	Serene ▲▲
I'll help you.	Serene, Lina ▲
Don't do it...	None

21	5-8	Cierra suggests burning down the Venoma.
22	5-9	Serene hears a voice.
23	5-9	Chop the icicle.
24	5-9	Rose gets warmed up.
25	5-9	Block of ice mystery
26	5-9	Something is in the ice.

Try it, Cierra!	Cierra ▲▲
I agree.	Cierra, Lina ▲
No, you shouldn't...	None
I heard it, too.	None
You did?	None
Well, it wasn't me.	None
Was it Cierra?	Cierra ▼▼
Pass the AT	Lina ▲▲
Fail the AT	None
...Lucky cat.	None
I'm jealous...	Serene ▼ Cierra ▲
Hmm...	None
How can you tell?	Cierra ▲
Could you make one?	None
Let's make ice cream!	Lina ▲
Fia is an item?	Fia ▲
Is it an enemy?	None
Is it just more ice?	Fia ▼

Chapter 6 Appreciation Chart

Area	Event	Choice/Action	Change
1	6-1	LoLo and MoMo hiding in the grass.	Take them Everyone ▲
2	6-2	Shaky rock	Don't take them Everyone ▼
		Stomp	Lina ▲
		Don't stomp	None
3	6-6	Beautiful jewel in the water	Give it to Fia Fia ▲▲▲
		Give it to Serene	Serene ▲▲▲
		Give it to Lina	Lina ▲▲▲
		Give it to Cierra	Cierra ▲▲▲
		Give it to Rose	None
		Keep it	None
		Throw it away	Everyone ▼

Chapter 7 Appreciation Chart

Area	Event	Choice/Action	Change
1	7-1	Tremors	I felt it, too. Serene ▲
		Are you sure?	Serene ▼
2	7-6	If I'm reincarnated, I wanna be a...	Sprite Everyone ▲
		Grim Angel	Everyone ▲▲
		Dark Progenitor	Serene ▼▼/▲▲



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Cold Winter

VTUH-CHCD-KH2T3 + 109Y-RPXM-9Y704 + XJFW-MCZY-RQ9YQ + 7JK1-198B-3UQQG + XK1M-D5QU-PUUFZ + 89ZD-QJBY-1BFX9 + 5U8W-RVPB-7YF17 + 249G-KX1K-9Q8HG + FU5U-B81K-XKDKB + DXJP-MUV8-UYG33 + DXA0-K7GK-DUPG8 + NFKX-8GM6-KZ4YB + Y58V-VH82-U48DD + 72GN-2D1T-CD6X7 + N4U8-TPNW-5RVFY + 03AH-5PBC-9K2T7 + QZJM-UKF0-YNMYR—[M] Must be on YCEN-AWED-HMKU2 + NXNE-BYA1-VX643—Infinite ammo 6B27-41HR-W6W8R + UHH5-EH32-CR7VJ—No reload 9J17-AQTA-JK3BP + NCMH-M5AV-K7F4Y—Infinite grenades KQJR-NKBK-R4WUC + X1Q4-ANF1-DVC9W—Infinite stamina XFRG-H3AN-JAUX2 + T84Z-G6TY-NB2EC + MBWM-947M-R156U + JFTA-UY2J-0MKT8 + 2TRM-MH9X-B5GZT + 8DNJ-HWB2-873UU—Infinite health U0UJ-BA2Y-R8AF8 + A1U3-QXQC-HQX8E + DBGE-WA75-CWPZP + JFTA-UY2J-0MKT8 + 2TRM-MH9X-B5GZT + 8DNJ-HWB2-873UU—Infinite armor WMA0-PC20-8TXZ0 + ATH5-3MFH-6QTQA + N4N9-KH9W-A8U1M—All levels unlocked 1DT8-BDEA-PT98J + JZ72-509A-BAZ9W + 3G6A-27FX-E3M12—“S” rank on all levels

Metal Slug 4

XVT3-6QUB-2K8YC + K0JA-TY8K-6JZNH—[M] Must be on HMV9-8PN2-2PC65 + Q5GN-ZGAK-8FKJ1—Infinite time DU9U-9Y4A-ZJAPJ + T1YG-DMPF-TGEGW—Enable all levels BV2A-AW67-DN5AC + JFJK-QJP6-Y80RN + 836T-54EZ-WQBRU—All soldiers saved 8E7C-376V-MK2VC + 1BMG-EYT4-PKBQ2 + NBCE-XAH4-EX72G—All trophies collected 6AYV-66X3-RMD15 + KWZJ-CVHR-5FHTA—Invincible (Player 1) N2K1-VE0N-YY3DP + T5TH-HJ9J-9BD69—Infinite lives (Player 1) 8FXM-G3VM-QNPQ5 + Q5XQ-9H86-PTREA—Infinite ammo (Player 1) Z0C6-D38Z-FA948 + 09E6-B0DZ-AXRGB—Infinite vehicle ammo (Player 1) KWZ6-2CZD-XZRT0 + CB8K-A27D-PQ6DJ—Infinite bombs (Player 1) 046W-Y28V-G6PKW + QGK9-FN3J-FN20V + JFYU-B33W-WZX73—Press **L1** + **L2** for max rescues (Player 1) 11NM-XV7H-CN96Z + EFZ7-WKZ5-N8AMM—Invincible (Player 2) 25P0-M1R0-5HK2Z + WBWN-JM8U-2F613—Infinite lives (Player 2) T1W7-73UN-MD5P7 + Y2MZ-B2NX-3YJW3—Infinite ammo (Player 2) UHU9-7T87-8ZPQZ + MRBF-P9Y6-ZUTJ1—Infinite bombs (Player 2)

GameCube

Madagascar

JVE5-6UAT-X061Q + Q7WH-H25X-E7058—[M] Must be on 76VF-92RN-Y165X + 8P0H-DAC7-HXHKW—Infinite coins 93AM-GDPD-JPBC3 + FDUB-PA53-JYGMP—Infinite health 3BZQ-DKFQ-XHW3Z + H17J-JERZ-ZG521—Max. health K4CY-PNT1-64EQV + YCEV-HU31-YR0UF—Infinite lives

Game Boy Advance

Madagascar

3C73E412 + 87C1D81C + C3249687 + 484A2341—[M] Must be on 27EE8D09 + 9A304F49—Infinite health BC395FF2 + 61CC9A84—Infinite time

Star Wars Episode III: Revenge of the Sith

2E90C7D7 + 4DEB233E + F6C0AF3A + 958E1F28—[M] Must be on ED9376E8 + 720CF4EA—Infinite health CA05533B + B6F0C74C—Infinite force power 2309D6ED + 989C31FA—Infinite fury D44F26D0 + 47BD51BA—Infinite lives 7E261D67 + C4FE1699—Infinite upgrade points



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Juiced

98235782-78361AF1—[M] Must be on 2816ED40-01E200CF + 2816EDD8-B1C37A65 + 2816EDED-A1C91E6C + 2816EDD0-6413E422 + 2800D36F-A1426965—Infinite N2O D84AF6E8-0CA5CB3E + 295D9FFF-1CD1A03E—Press **L2** at the main menu for max. cash in Career mode 283E1E76-0CA57A65—Unlock everything in Arcade and Custom Race (go to Cheat menu to activate)

Game Boy Advance

Batman Begins

917266-FA1EAA + DFCFBF-A92AF9 + 2308C6-7D13E5—[M] Must be on 98B11C-BDA3E8—Infinite health 3E9DDE-2524E1 + 674FF9-323C02—Infinite weapons 2F1FA2-A7ACE9 + 6F0FE2-231CE1—Monastery 2F1FA2-A7ACE9 + 2F5FA3-262CC7—The Docks 2F1FA2-A7ACE9 + 7FCD3C-2216C7—Gotham City 2F1FA2-A7ACE9 + 3B9982-2F23F1—Arkham Asylum 2F1FA2-A7ACE9 + 6B4BE3-2A19D7—Wayne Manor 2F1FA2-A7ACE9 + 3BD983-2E23D7—Finale

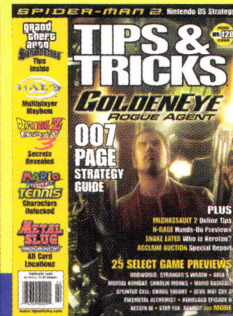
Kirby: Nightmare in Dreamland

940717-88D29D + 70AC94-E61B85 + E508D6E-68D87—[M] Must be on AE7FEA-997011—Infinite health 54AB17-A492B2—Infinite lives 1EF3C2-A131F3—Invincible 8B3055-D131E6—Unlock all Sub Games
Note: Use only one of the following morph modifier codes at a time.

AF1857-C72C87 + EE4D23-EC8280—Fire
AF1857-C72C87 + E14D21-CE4B00—Spark
AF1857-C72C87 + EB4D21-EE8B80—Cutter
AF1857-C72C87 + E44723-8C4650—Sword
AF1857-C72C87 + EE4723-AC86D0—Burning
AF1857-C72C87 + E14721-8E4F50—Laser
AF1857-C72C87 + EB4721-AE8FD0 + E44D23CCC300—Mike
AF1857-C72C87 + 640C37-CC4204—Wheel
AF1857-C72C87 + 6E0C37-EC8284—Hammer
AF1857-C72C87 + 610C35-CE4B04—Parasol
AF1857-C72C87 + 6B0C35-EE8B84—Sleep
AF1857-C72C87 + 640637-8C4654—Needle
AF1857-C72C87 + 6E0637-AC86D4—Ice
AF1857-C72C87 + 610635-8E4F54—Freeze
AF1857-C72C87 + 6B0635-AE8FD4—Hi-Jump
AF1857-C72C87 + E45903-DC6202—Beam
AF1857-C72C87 + EE5903-FCA282—Stone
AF1857-C72C87 + E15901-DE6B02—Ball
AF1857-C72C87 + EB5901-FEAB82—Tornado
AF1857-C72C87 + E45303-9C6652—Crash
AF1857-C72C87 + EE5303-BCA6D2—Light
AF1857-C72C87 + E15301-9E6F52—BackDrop
AF1857-C72C87 + EB5301-BEAFD2—Throw
AF1857-C72C87 + 641817-DC6206—U.F.O
AF1857-C72C87 + 6E1817-FCA286—Star Rod

Yoshi: Topsy-Turvy

9027DD-A3E288 + 2EAE23-3E5D5F + B1548F-62E0D1—[M] Must be on 2B75E0-4B2AD6 + 01540F-6BA15D—Access all stages F991E8-C52E49 + 01540F-6BA15D—Have all eggs 5F80E7-04F700—Infinite lives 5DA0E7-04F713—Have 99 coins CB508F-E8E1CC—Have three Egglings B5AF35-9F9DB7—Invincibility (boss stages)



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Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

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Warlords

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Wars: Rebel Strike, Castlevania: Lament of
Innocence

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Rancher 4

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Capcom, The Last of the Samurai, Star
Ocean: Till the End of Time (Part 3)

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Guilty Gear Isuka

2005

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Generations, Dead or Alive Ultimate

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Slug Advance, Mario Power Tennis, Grand
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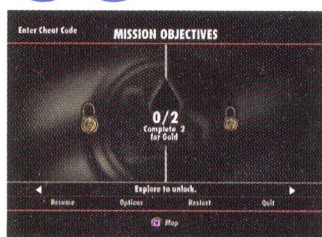
DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....



#43 MEDAL OF HONOR: EUROPEAN ASSAULT

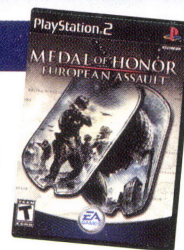


The Code (PS2): At any time during gameplay, press START to pause, hold L1 + R1 and press ○, ○, Left, △, ○, ×. You'll see the words "Enter Cheat Code" appear on the screen. Now press L1, □, △, △, R1, R2.

The Code (Xbox): At any time during gameplay, press START to pause, hold Left Trigger + Right Trigger and press Down, A, X, Black, B, A. You'll see the words "Enter Cheat Code" on the screen. Now press A, Y, B, Down, A, White.

The Code (GameCube): At any time during gameplay, press START to pause, hold L + R and press Up, Y, Y, B, Up, A. You'll see the words "Enter Cheat Code" appear on the screen. Now press A, R, B, Up, X, Z.

What We Know: This code is accepted and returns you to normal gameplay just like the rest of the codes listed in our Playstation 2 Tips, Xbox Tips and GameCube Tips sections, but there seem to be no changes. Can you solve the mystery?

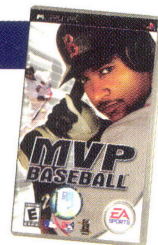


#44 MVP BASEBALL

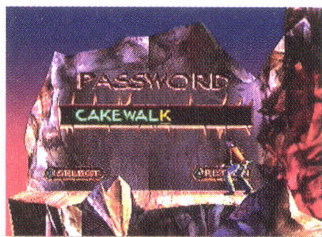


The Code: Choose "My MVP" from the main menu, then select "Create/Edit Player" and create a player named "David Adams".

What We Know: As soon as you enter the last name, a message will appear that says "Body Build Cheat Enabled!" Naturally, we assumed that this was the PSP equivalent of the MVP Baseball 2005 PS2/Xbox/GameCube codes that enable the scaling of individual limbs at the "Body Build" menu. Strangely, it does not do that; it has no effect that we can see. So what exactly is the "body build cheat" on the PSP? Can you solve the mystery?



#45 PITFALL 3D: BEYOND THE JUNGLE



The Code: Select "Password" from the main menu and enter the following code:

CAKEWALK

What We Know: This code starts you off at the beginning of the game, but with no visible changes. The term "cakewalk" suggests that something may have changed to makes the game easier...then again, it may be nothing more than a password that simply allows you to start at the first stage. But why would anybody need one? Can you solve the mystery?



**CRACK
THE CODE
AND WIN
A PRIZE**



Think you've got what it takes to beat the **TIPS & TRICKS** editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own **TIPS & TRICKS** cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

TIPS & TRICKS Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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